

FIG. 1

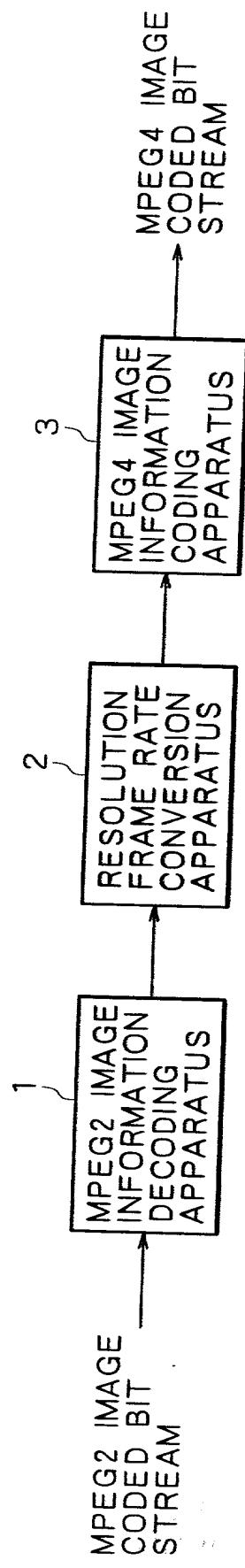


FIG. 2

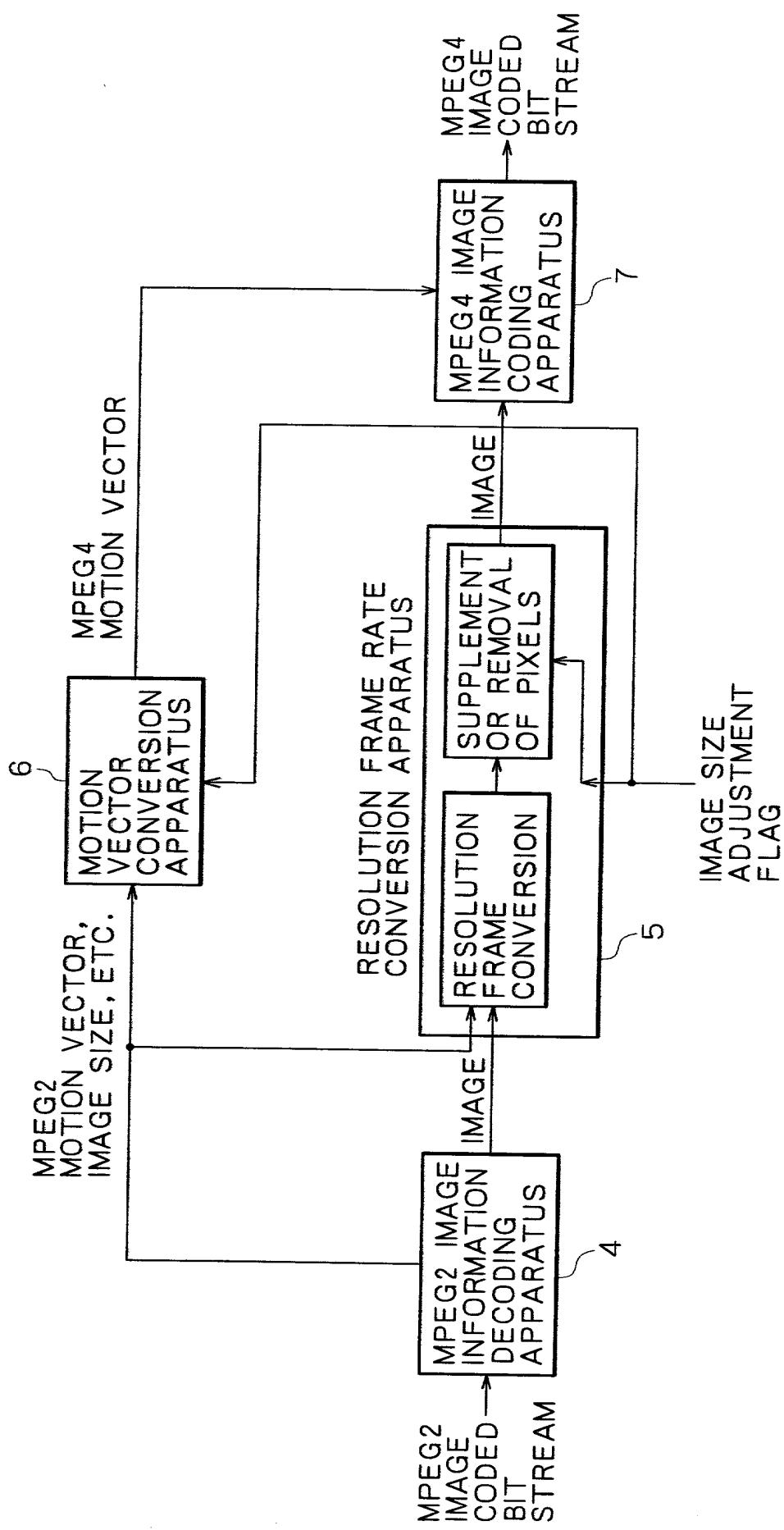


FIG. 3A

POSITION IN PRECEDING FRAME
IS INDICATED WITH SCREEN

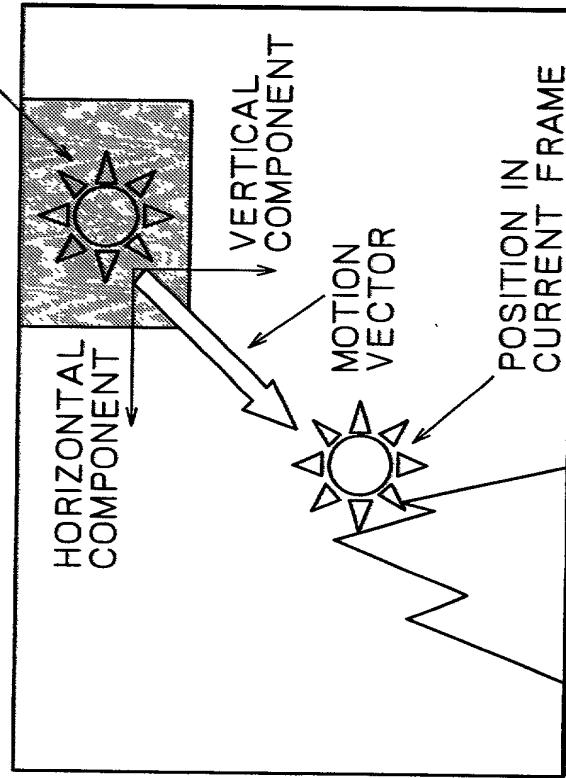


FIG. 3B

POSITION IN PRECEDING FRAME
IS INDICATED WITH SCREEN

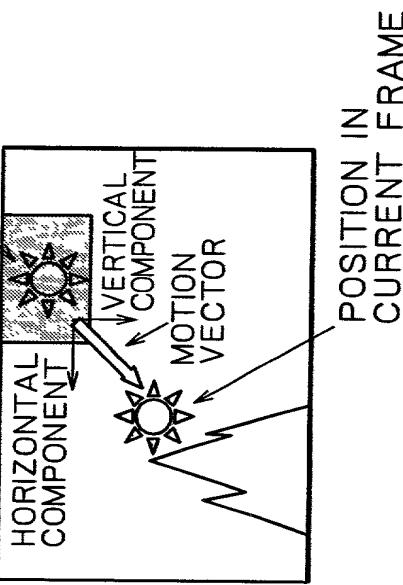


FIG. 4

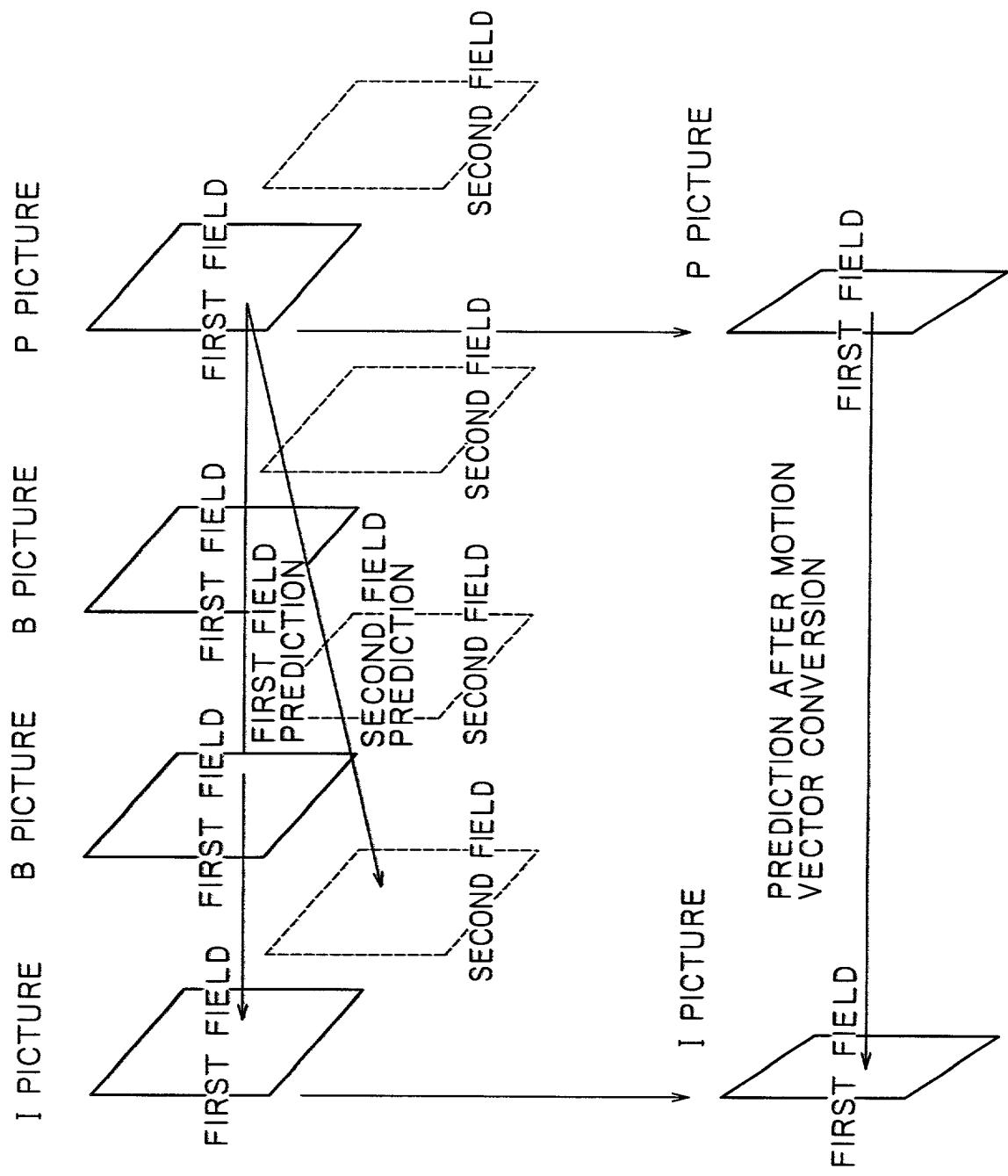


FIG. 5

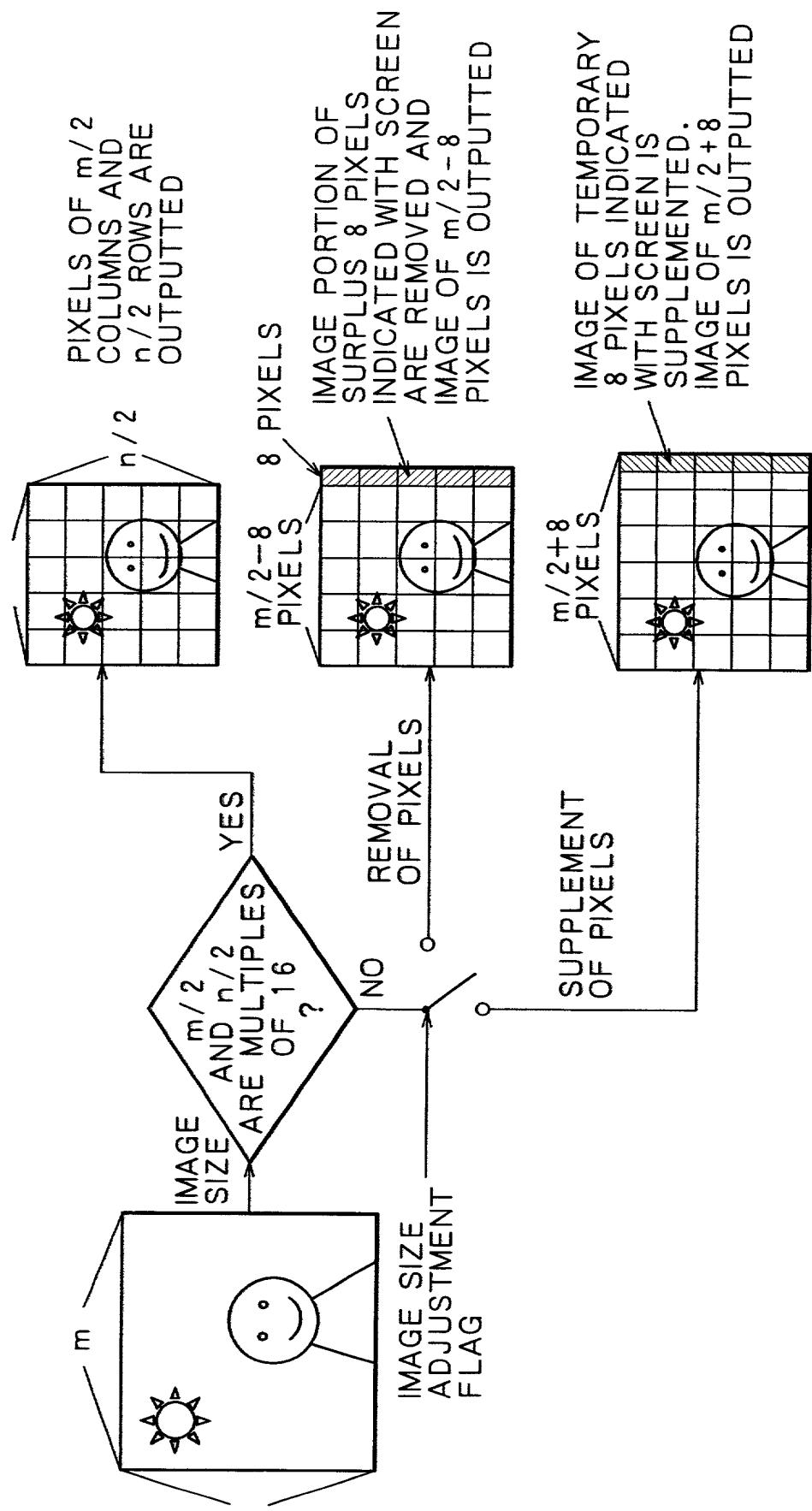


FIG. 6A
IMAGE DECODED BY MPEG 2
DECODING SYSTEM

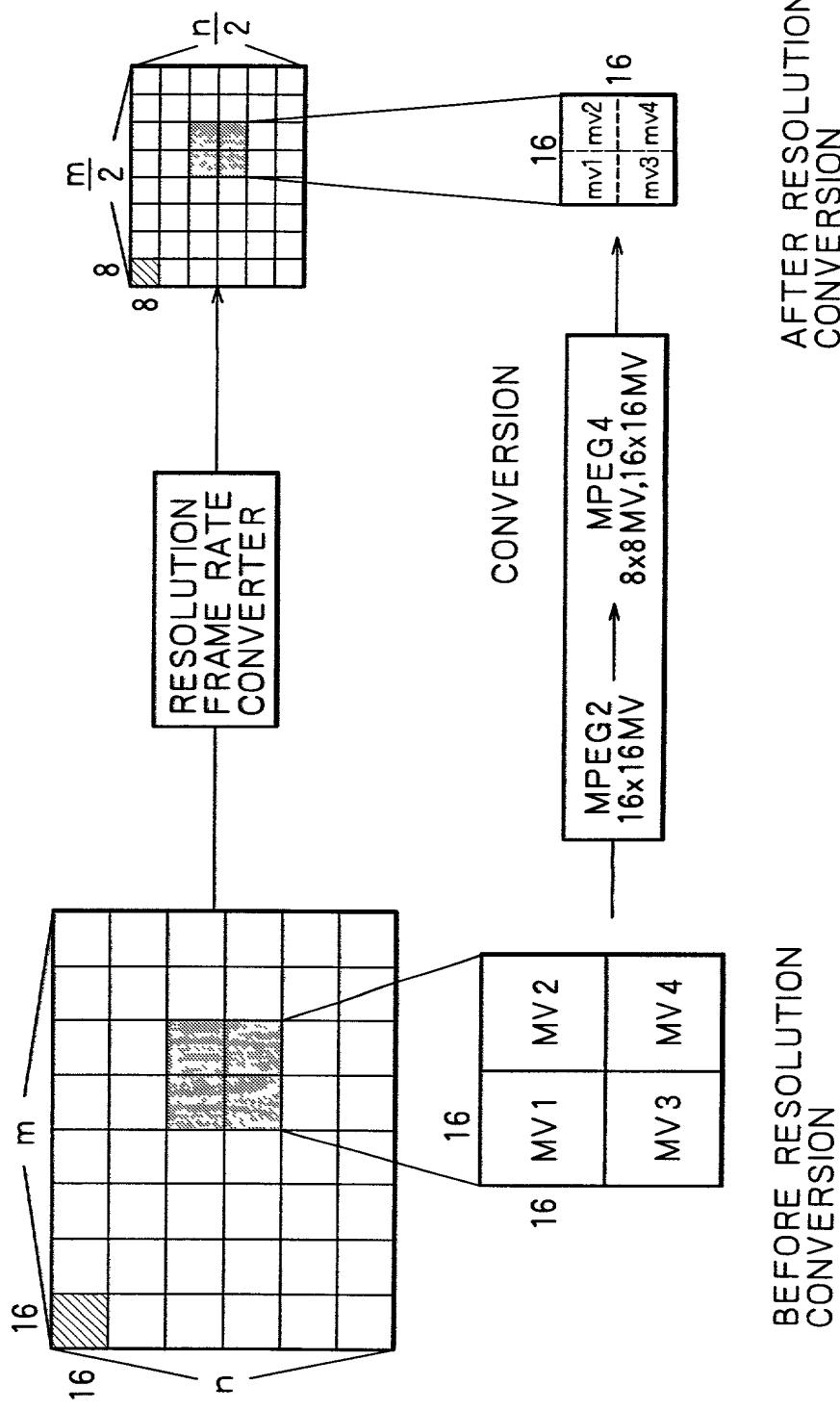


FIG. 6B
IMAGE CODED BY MPEG 4
CODING SYSTEM

FIG. 7

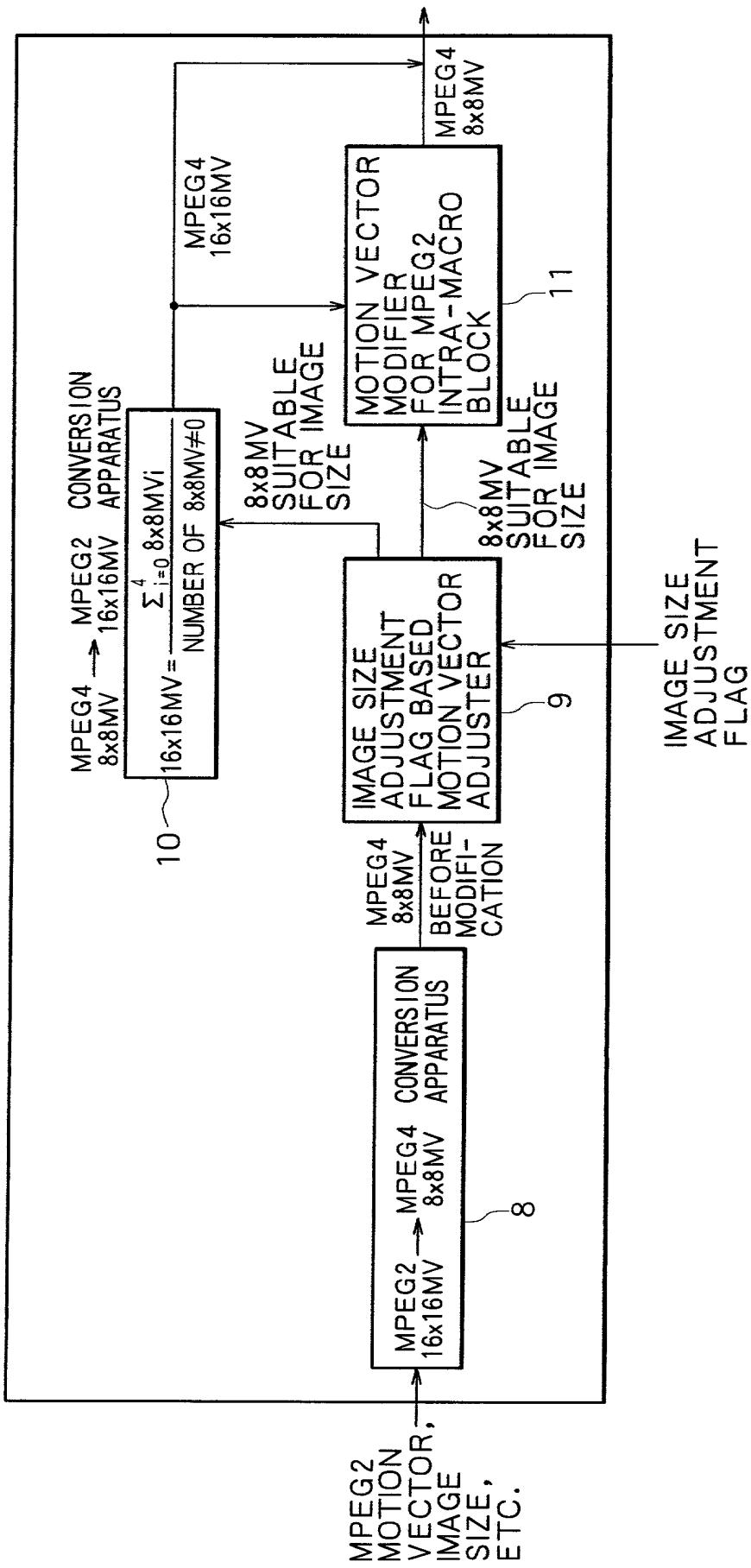


FIG. 8

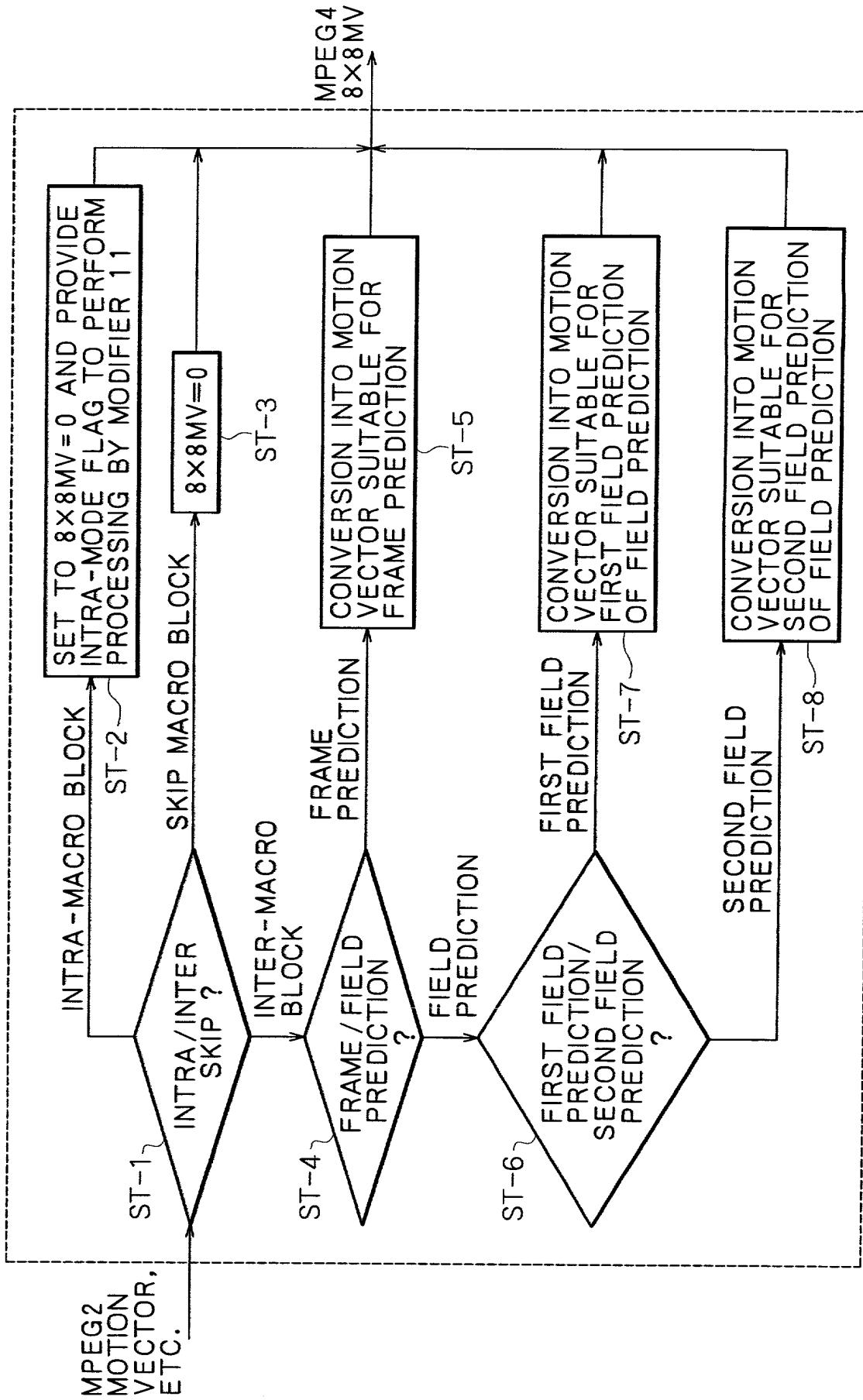


FIG. 9A

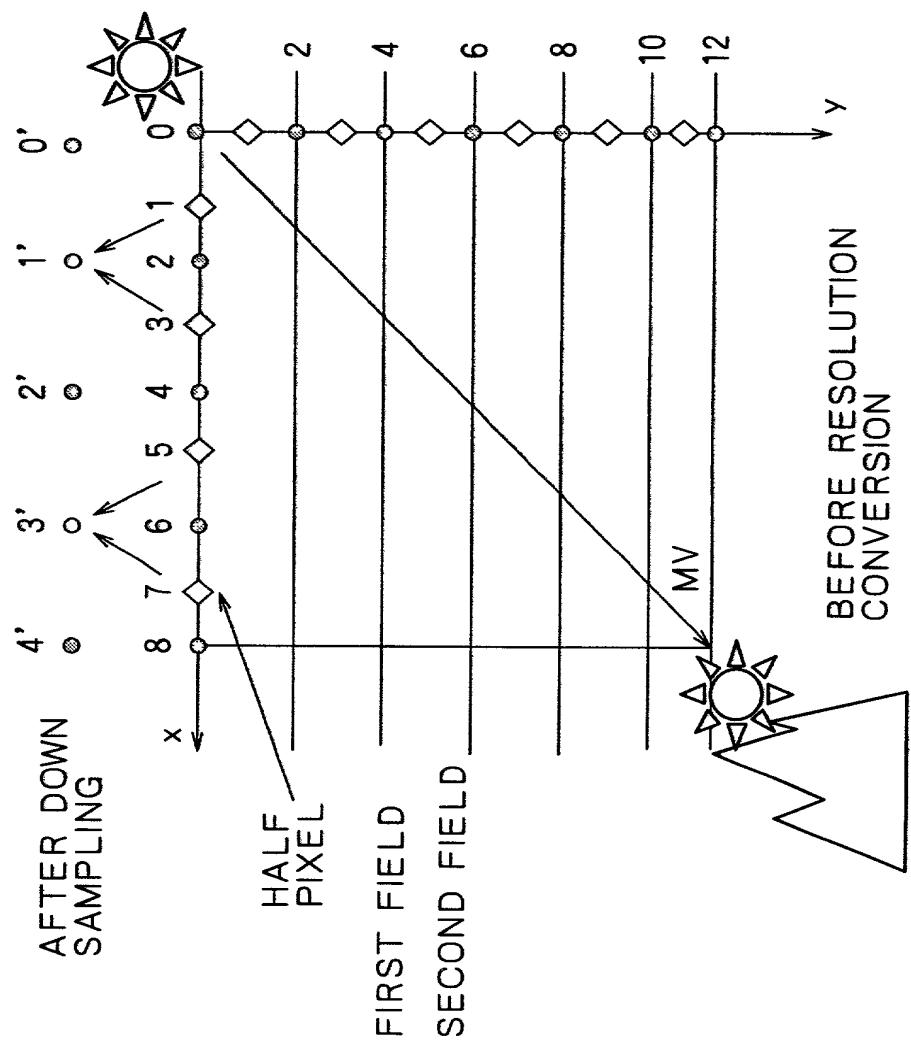
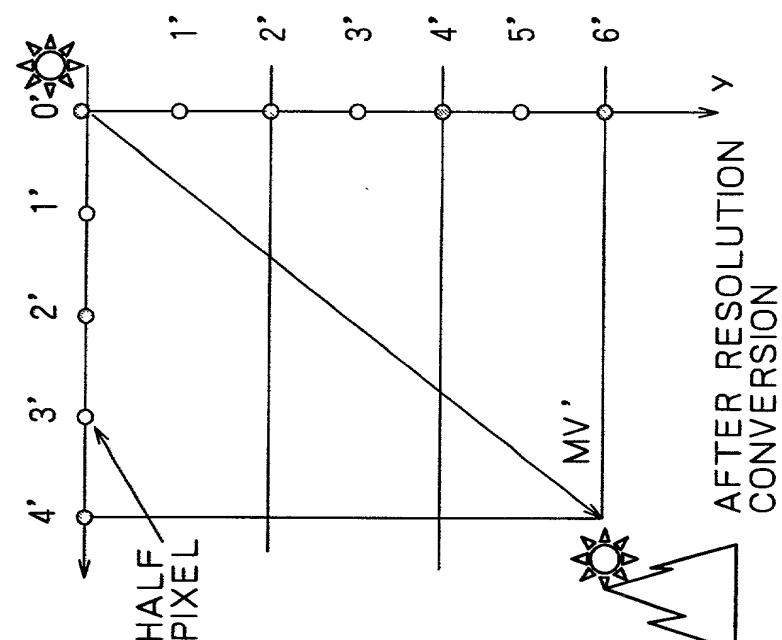


FIG. 9B



F | G. 10

REMAINDER WHEN MOTION VECTOR MV BEFORE CONVERSION IS DIVIDED BY 4	0	1	2	3
MOTION VECTOR AFTER CONVERSION	$[MV / 2]$	$[MV / 2] + 1$	$[MV / 2]$	$[MV / 2]$

$[MV / 2]$ REPRESENTS INTEGER PART WHEN MV IS DIVIDED BY 2

FIG. 11A

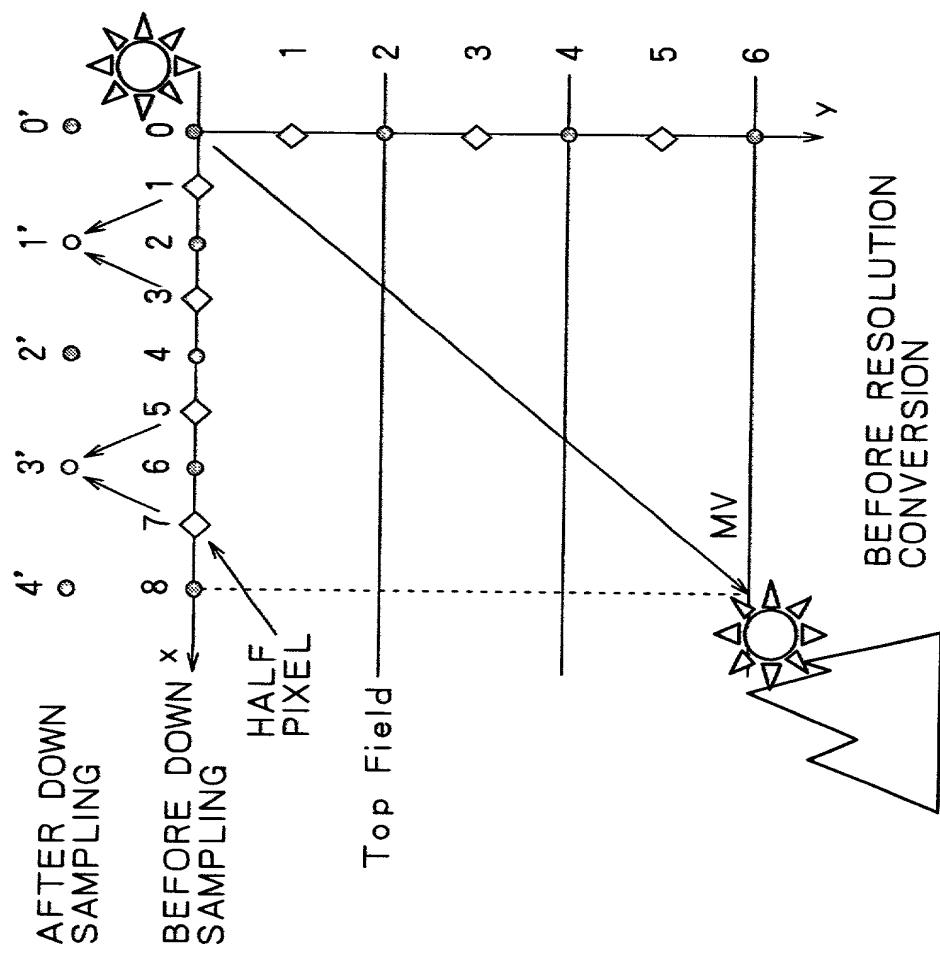
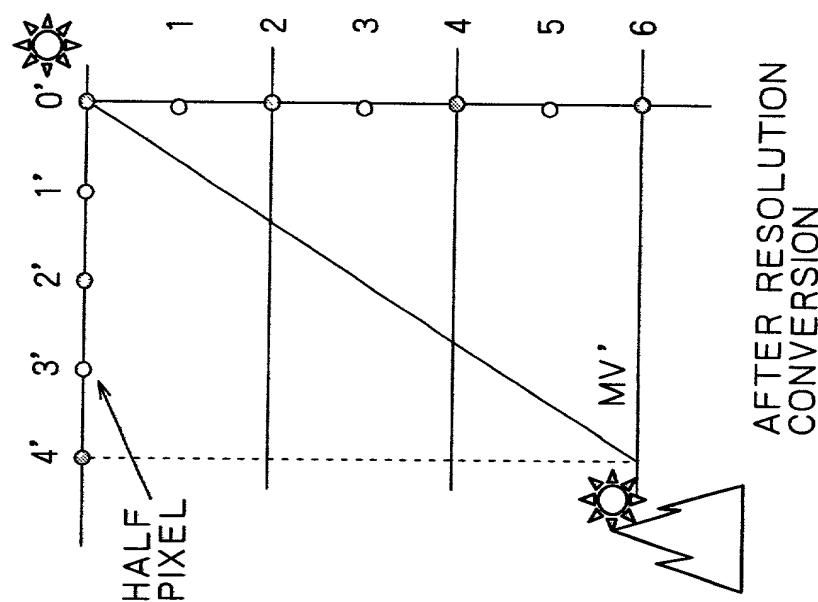


FIG. 11B



SINCE IMAGE ONLY OF EXTRACTED FIRST FIELD IS INPUTTED TO MPEG 4 IMAGE CODING APPARATUS, FIRST FIELD IS USED AS REFERENCE IMAGE FOR MPEG 4. THEREFORE, 1 IS ADDED TO VERTICAL COMPONENTS OF MOTION VECTORS UPON PREDICTION OF SECOND FIELD OF MPEG 2 TO APPROXIMATE SECOND FIELD TO FIRST FIELD

FIG. 12A

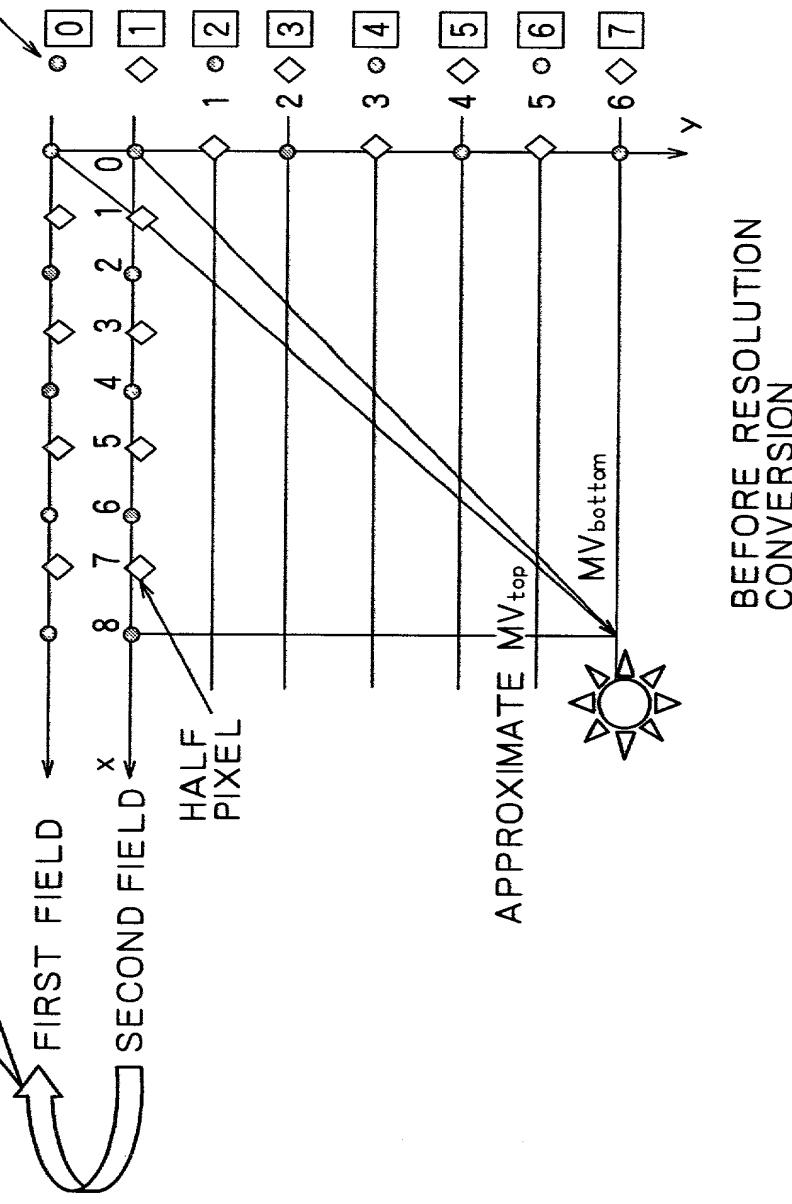


FIG. 12B
VERTICAL COMPONENT
OF MOTION VECTOR
AFTER MODIFICATION

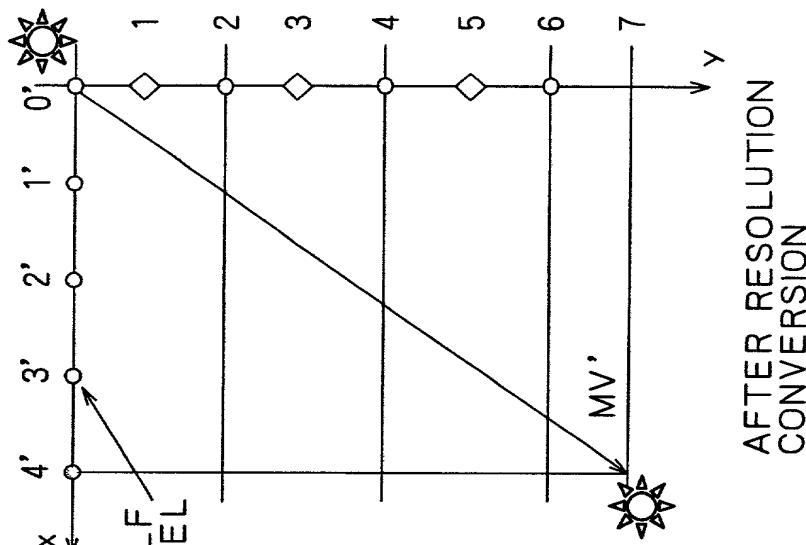


FIG. 13

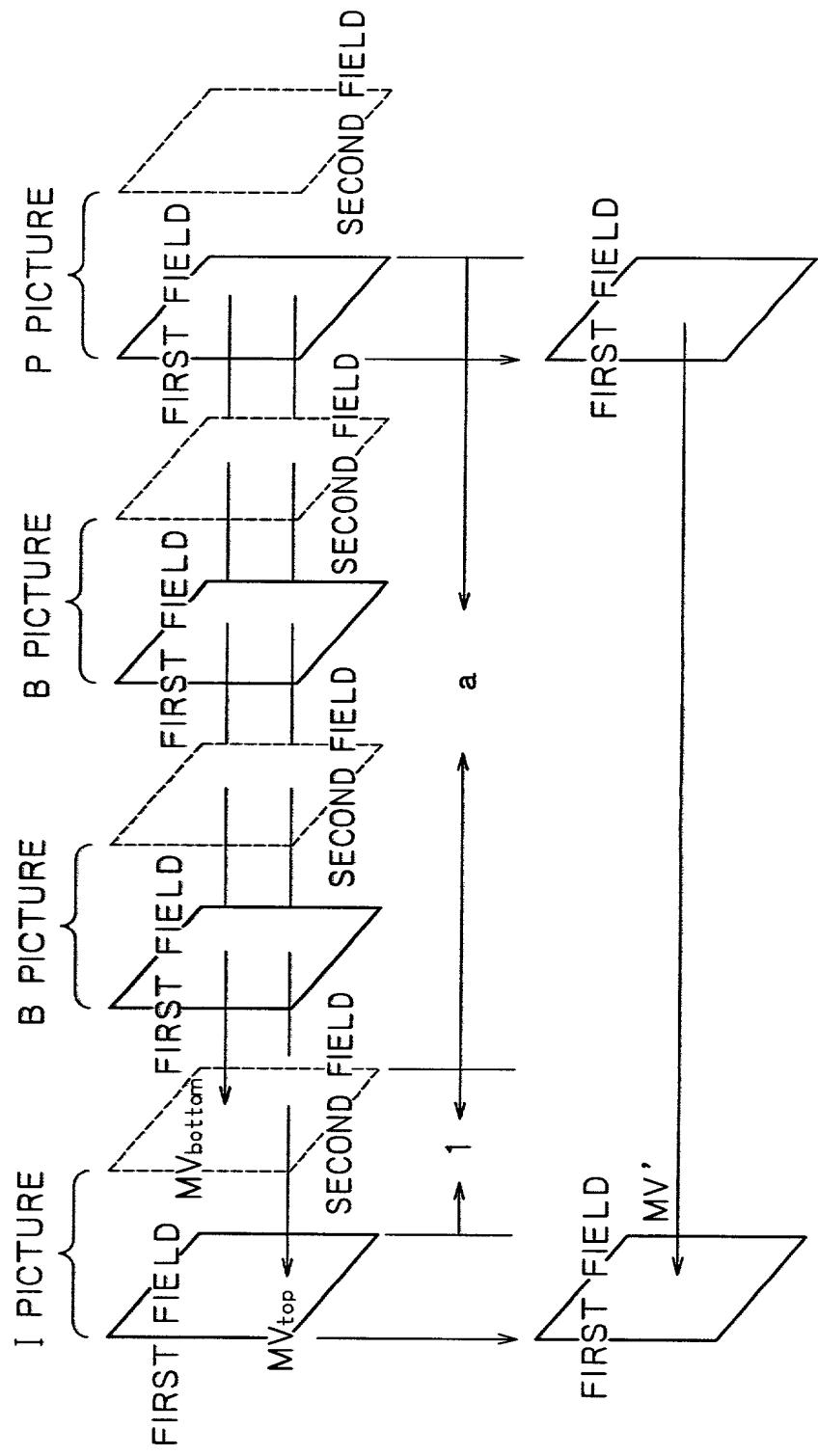


FIG. 14

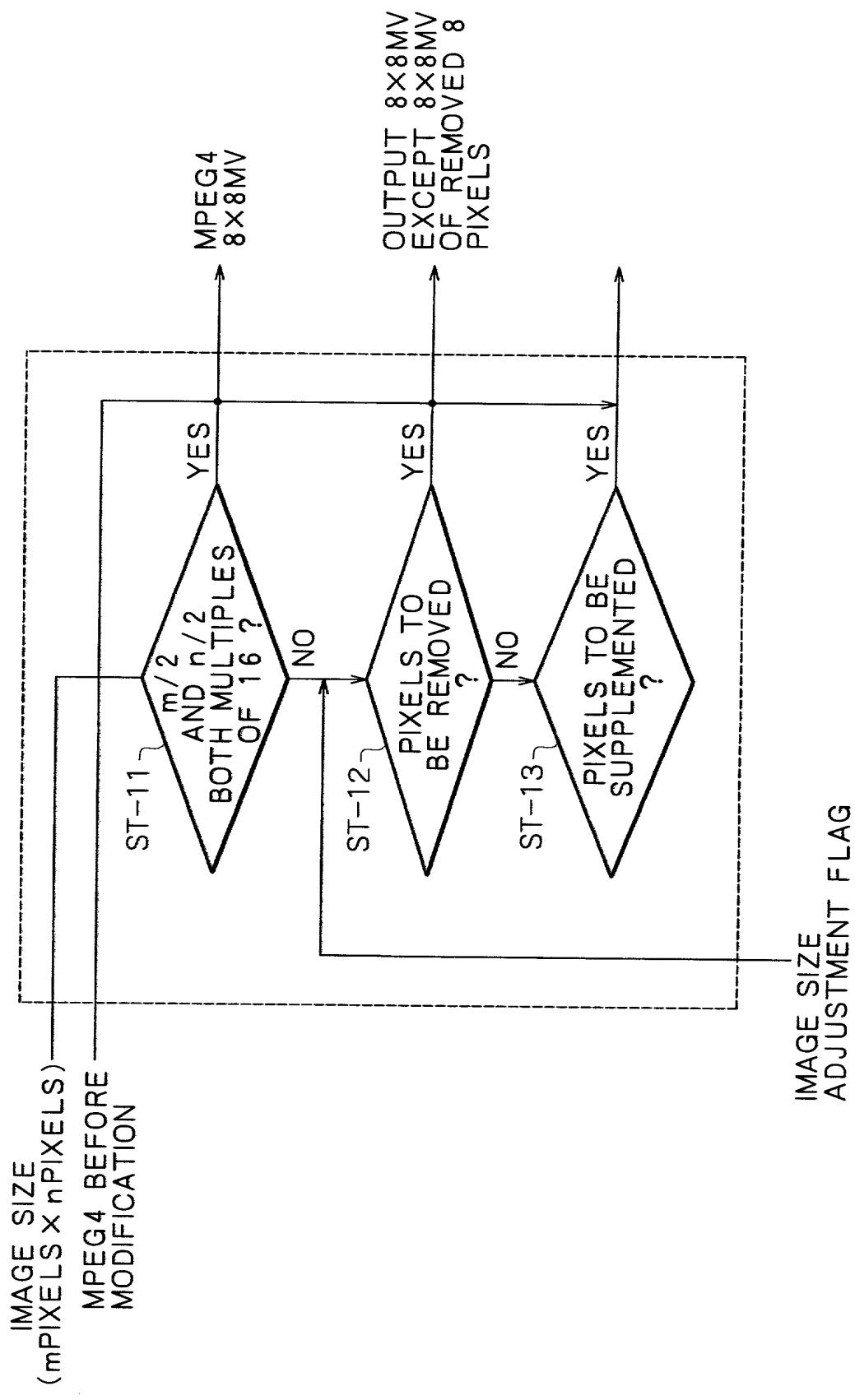


FIG. 15

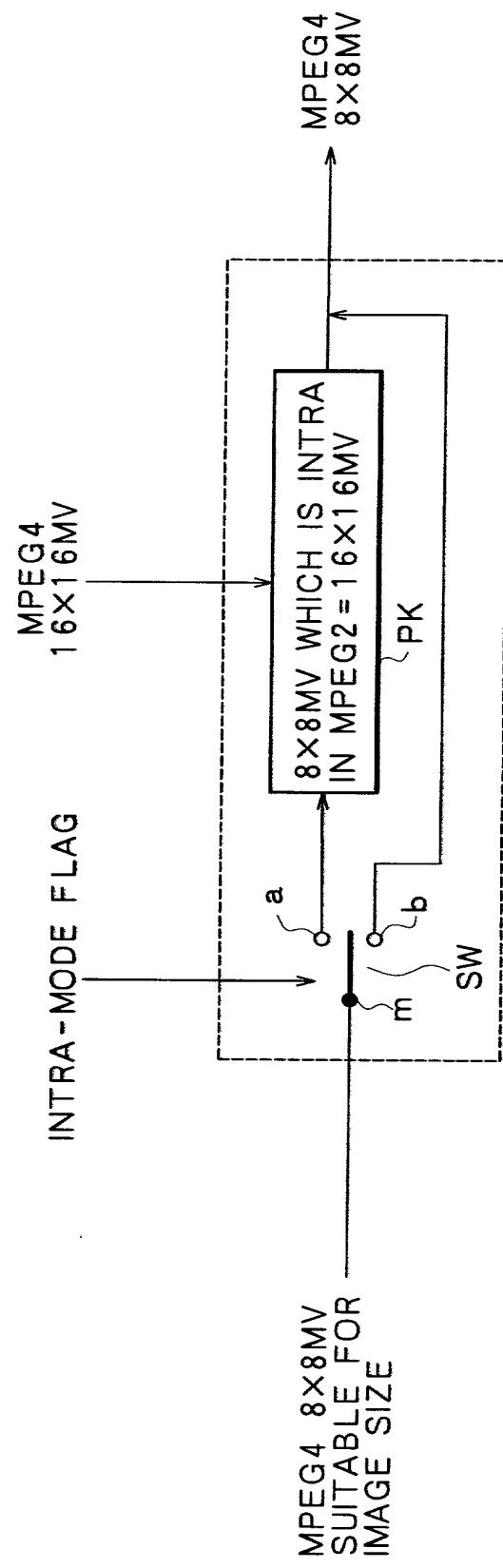


FIG. 16

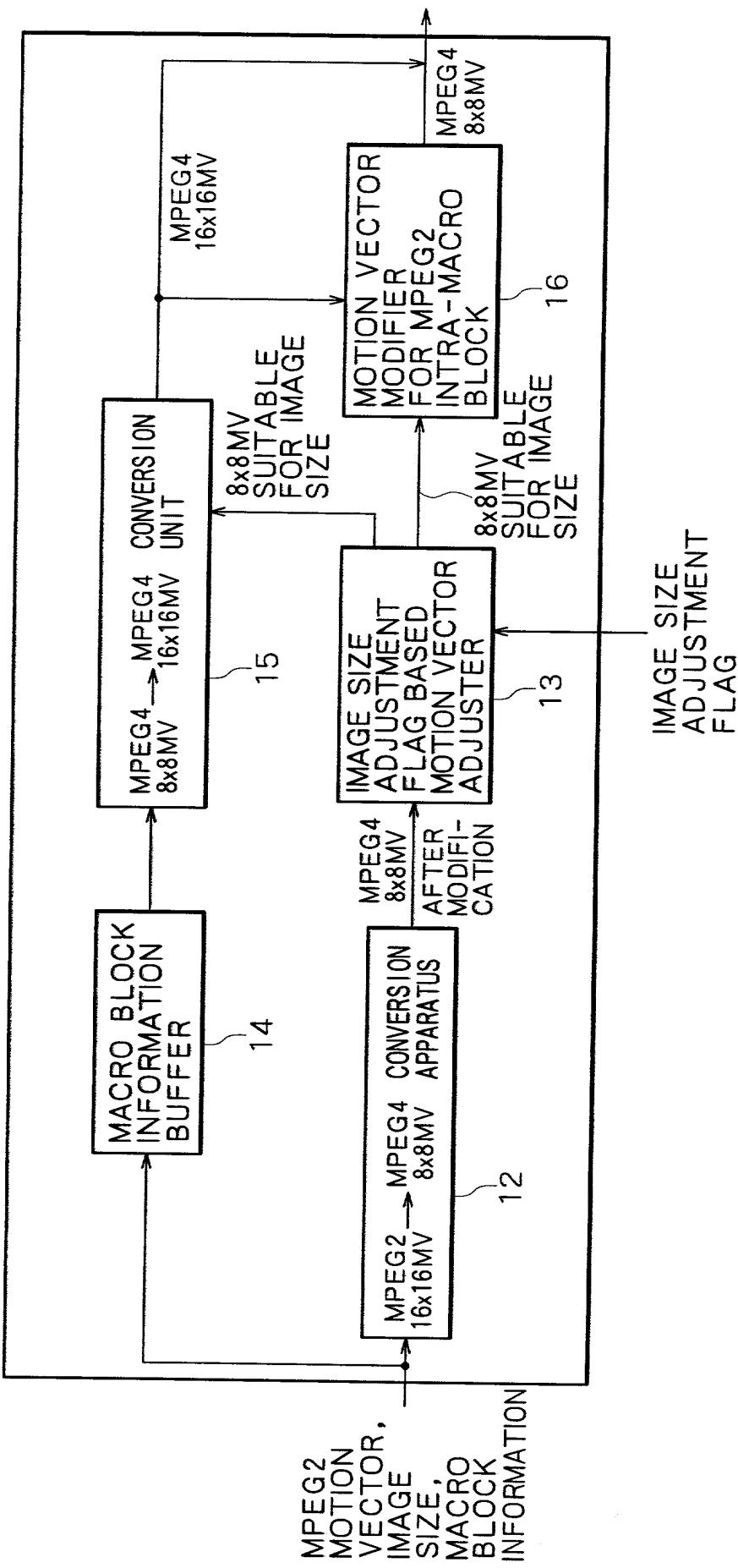


FIG. 17A

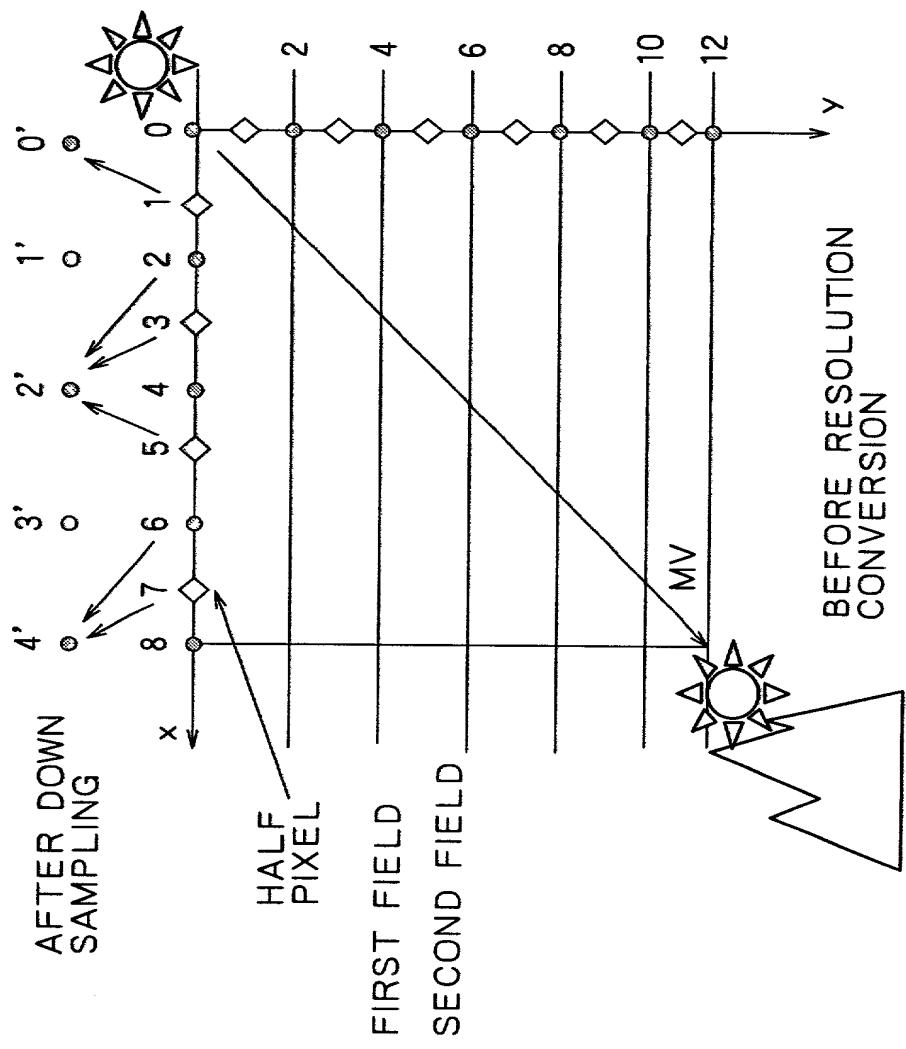


FIG. 17B

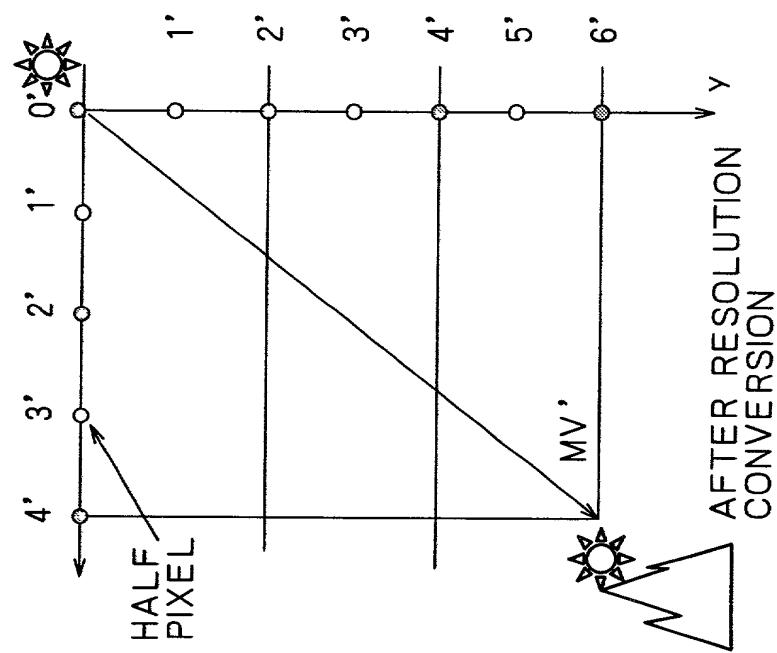


FIG. 18

REMAINDER WHEN MOTION VECTOR MV BEFORE CONVERSION IS DIVIDED BY 4	0	1	2	3
MOTION VECTOR AFTER CONVERSION	$[MV/2]$	$[MV/2]$	$[MV/2] + 1$	$[MV/2]$

$[MV/2]$ REPRESENTS INTEGER PART WHEN MV IS DIVIDED BY 2

FIG. 19A

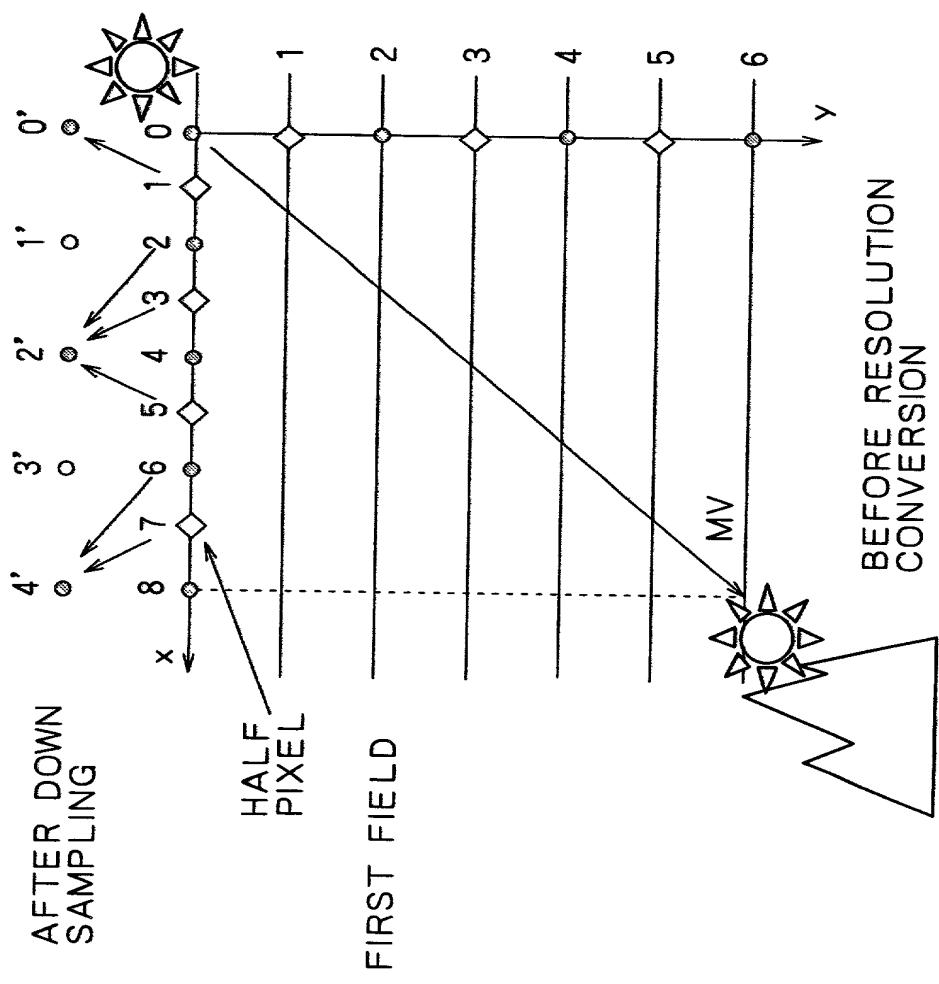
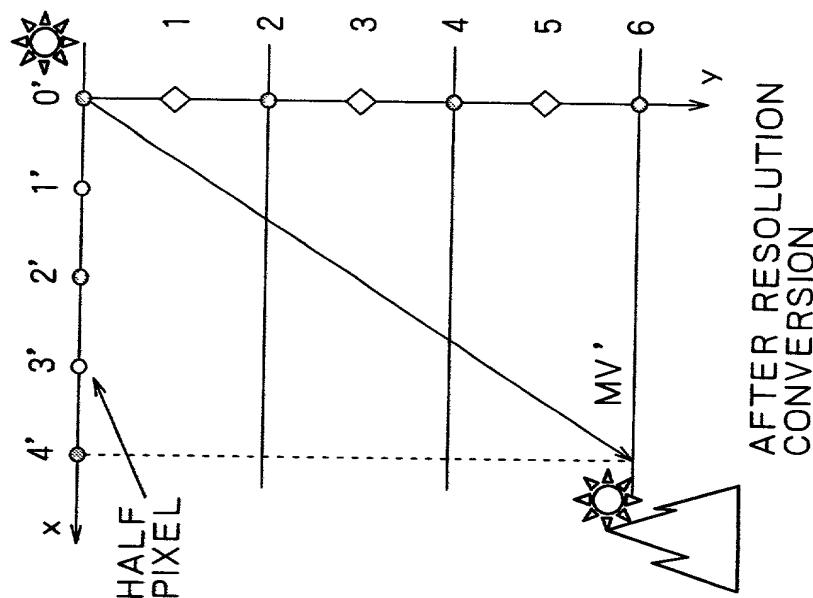
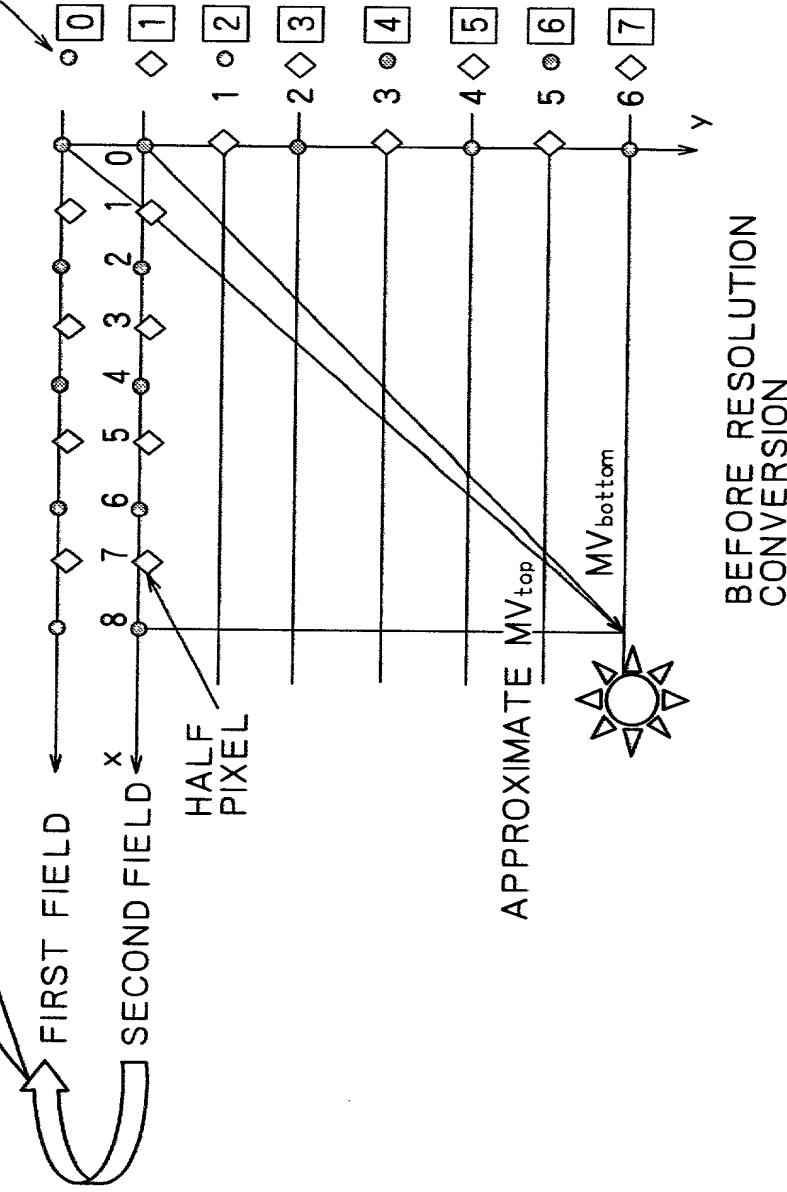


FIG. 19B



SINCE IMAGE ONLY OF EXTRACTED FIRST FIELD IS INPUTTED TO MPEG4 IMAGE CODING APPARATUS, FIRST FIELD IS USED AS REFERENCE IMAGE FOR MPEG4. THEREFORE, 1 IS ADDED TO VERTICAL COMPONENTS OF MOTION VECTORS UPON PREDICTION OF SECOND FIELD OF MPEG2 TO APPROXIMATE SECOND FIELD TO FIRST FIELD

FIG. 20A



VERTICAL COMPONENT
OF MOTION VECTOR
AFTER MODIFICATION

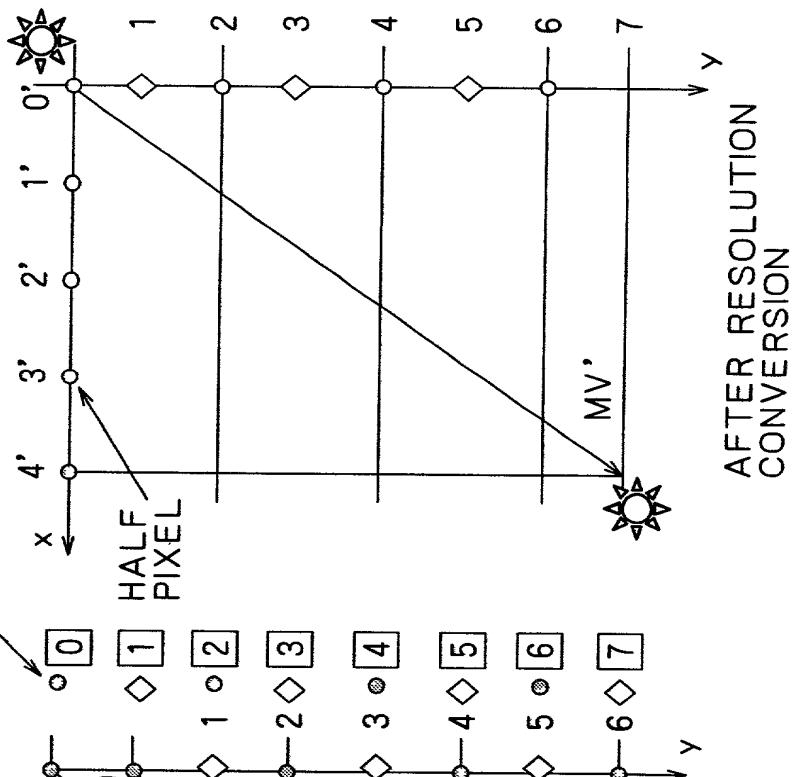


FIG. 20B

FIG. 21

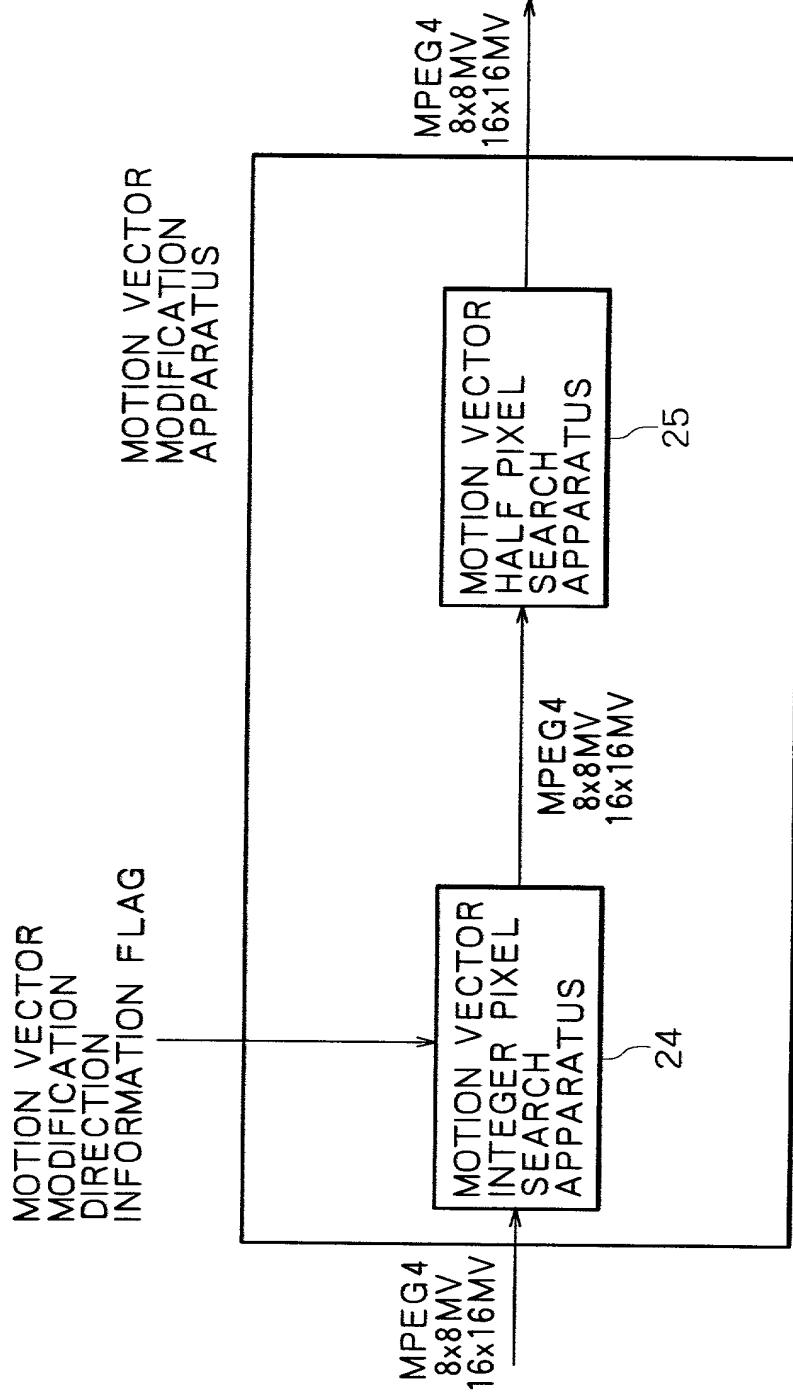
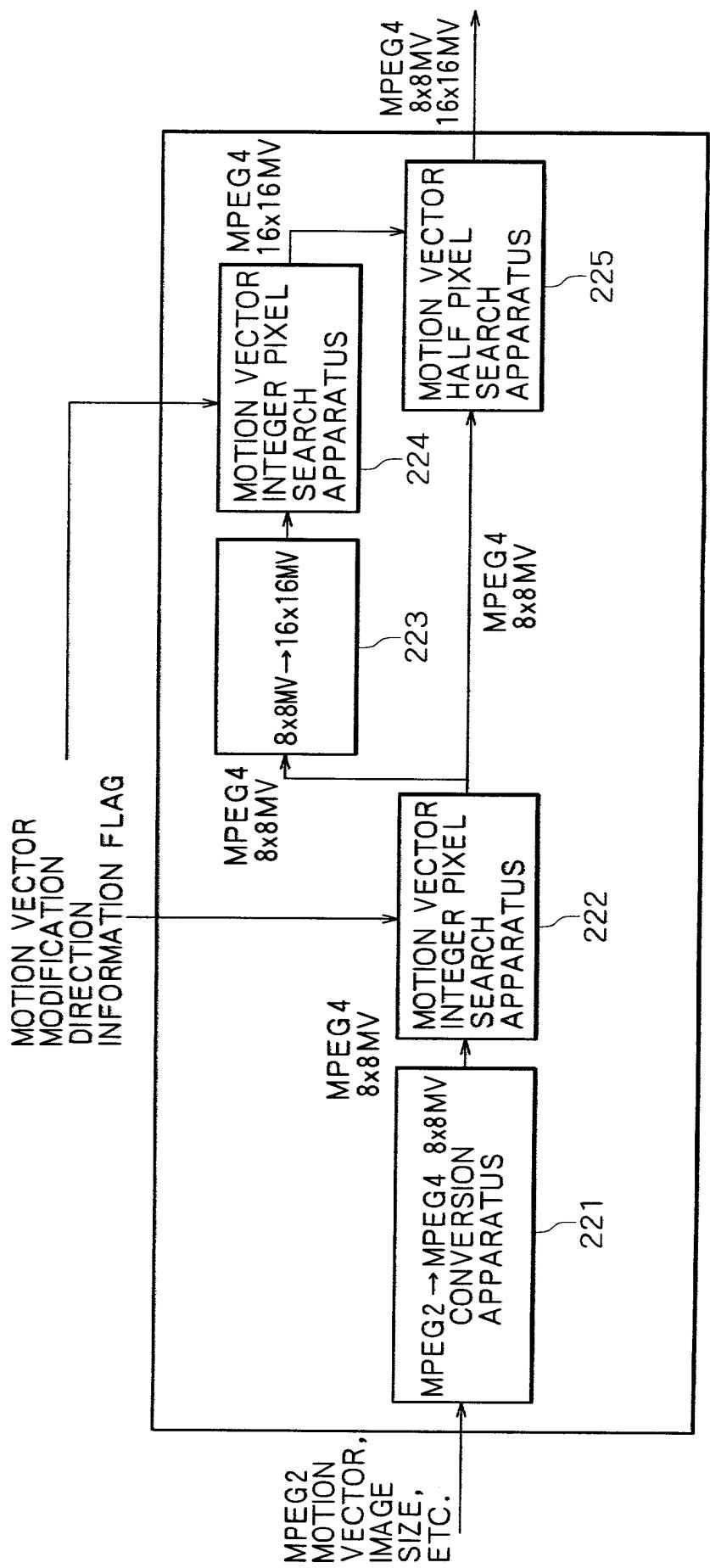


FIG. 22



MOTION VECTOR CONVERSION APPARATUS

○ MPEG2 INTEGER PIXEL ○ MPEG4 INTEGER PIXEL
◊ MPEG2 HALF PIXEL

FIG. 23A

MODIFICATION FROM MPEG2
INTEGER PIXEL TO MPEG4

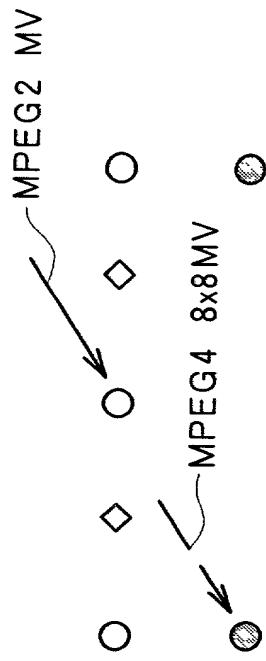


MOTION VECTOR
FORWARD DIRECTION

MOTION VECTOR
FORWARD DIRECTION

FIG. 23B

MODIFICATION FROM MPEG2
PIXEL TO MPEG4 INTEGER
PIXEL
OF FORWARD DIRECTION

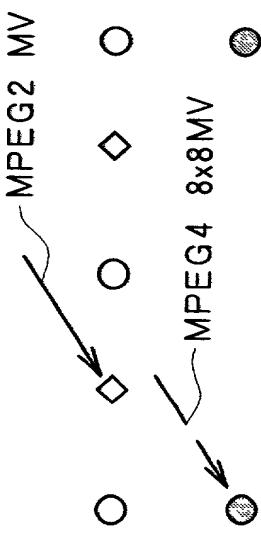


MOTION VECTOR
FORWARD DIRECTION

- MPEG2 INTEGER PIXEL ○ MPEG4 INTEGER PIXEL
- ◊ MPEG2 HALF PIXEL

FIG. 24A

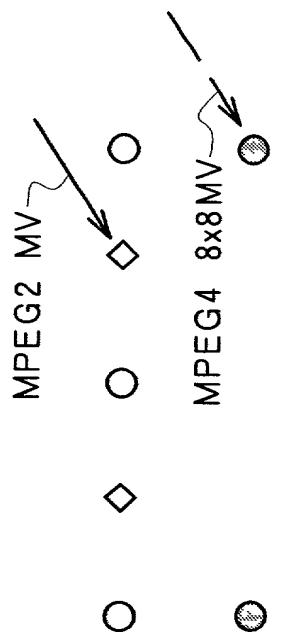
MODIFICATION FROM MPEG2 INTEGER
PIXEL TO MPEG4 INTEGER PIXEL
VALUE OF FORWARD DIRECTION



MOTION VECTOR
FORWARD DIRECTION

FIG. 24B

MODIFICATION FROM MPEG2 INTEGER
PIXEL TO MPEG4 INTEGER PIXEL
VALUE OF REVERSE DIRECTION



MOTION VECTOR
FORWARD DIRECTION

FIG. 25

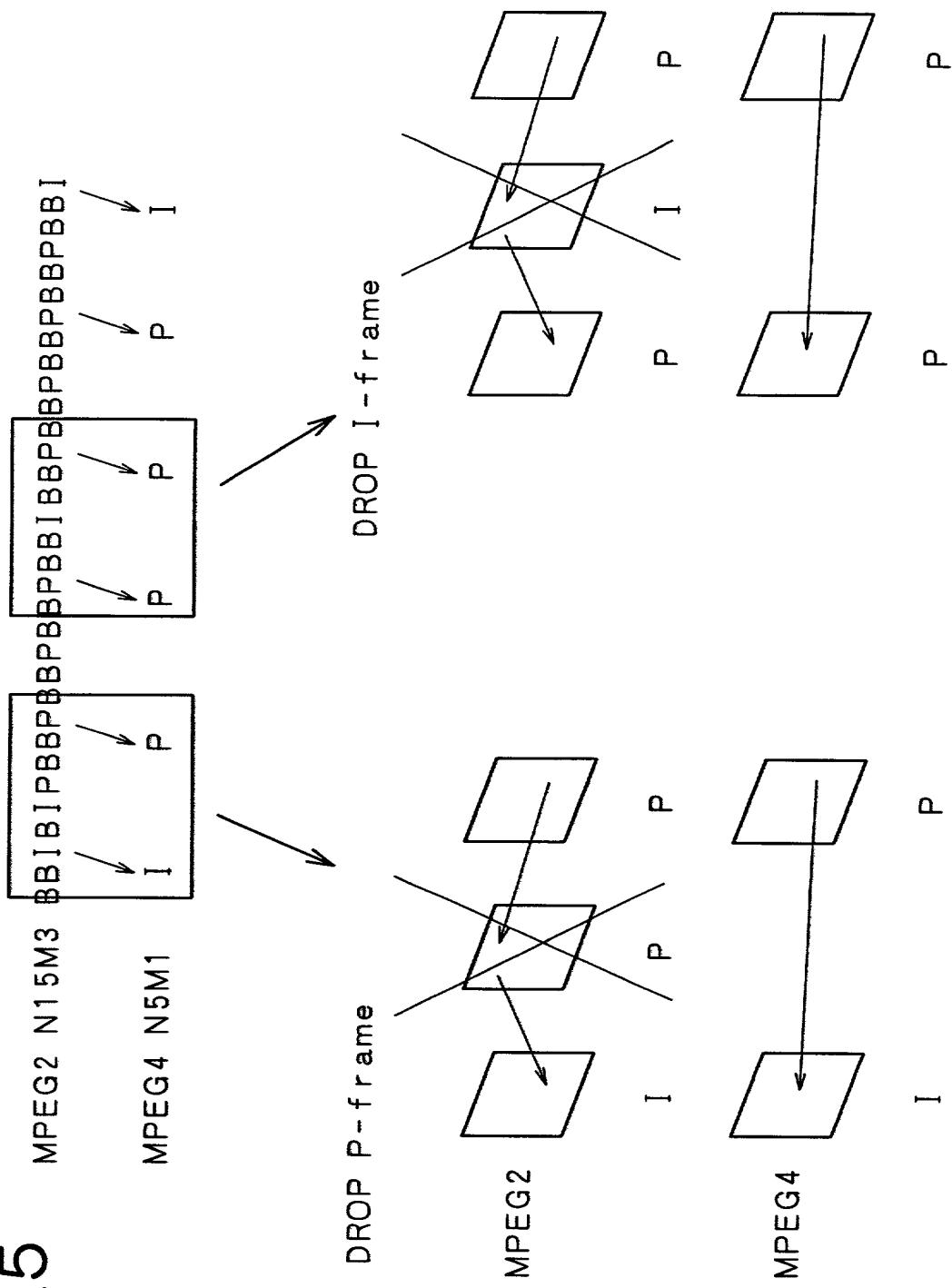


FIG. 26

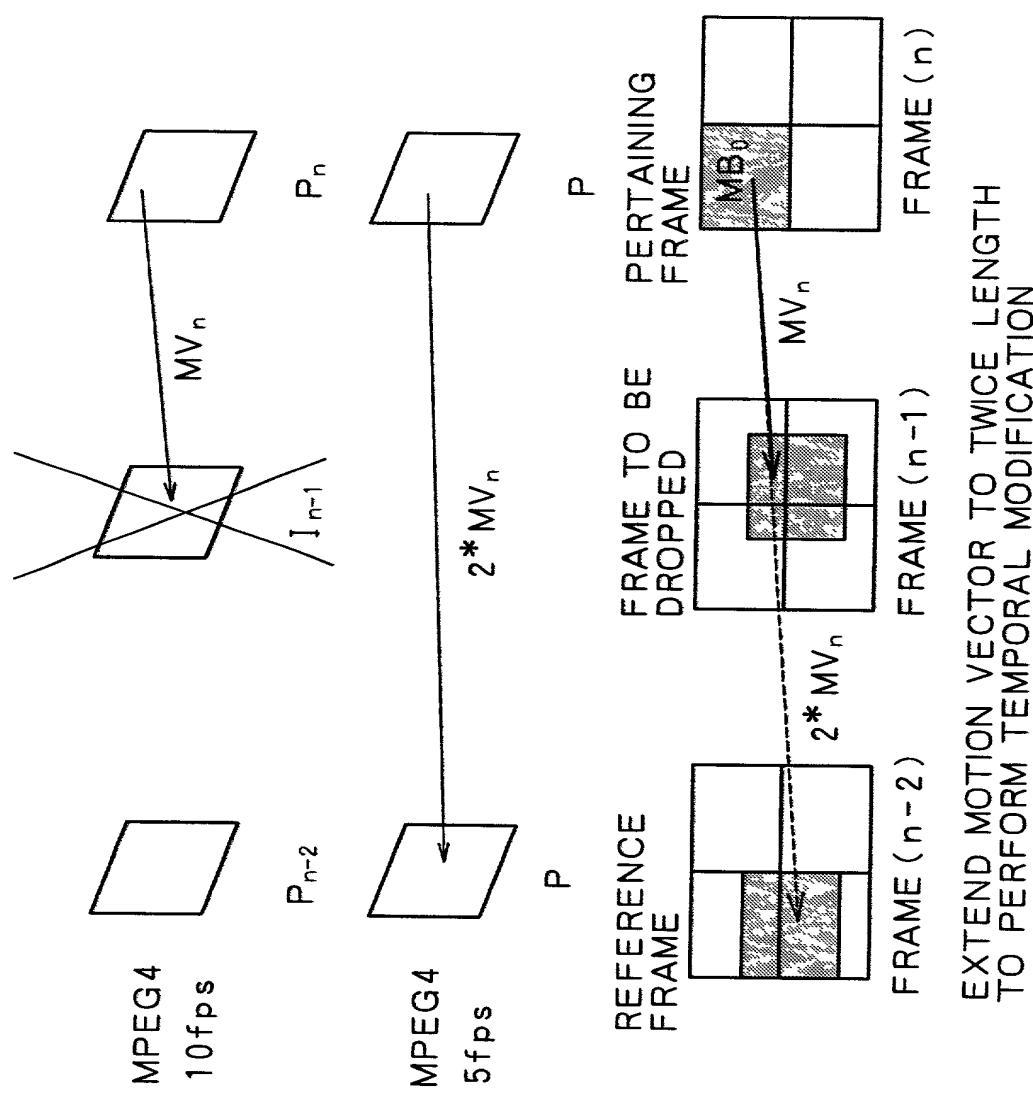


FIG. 27

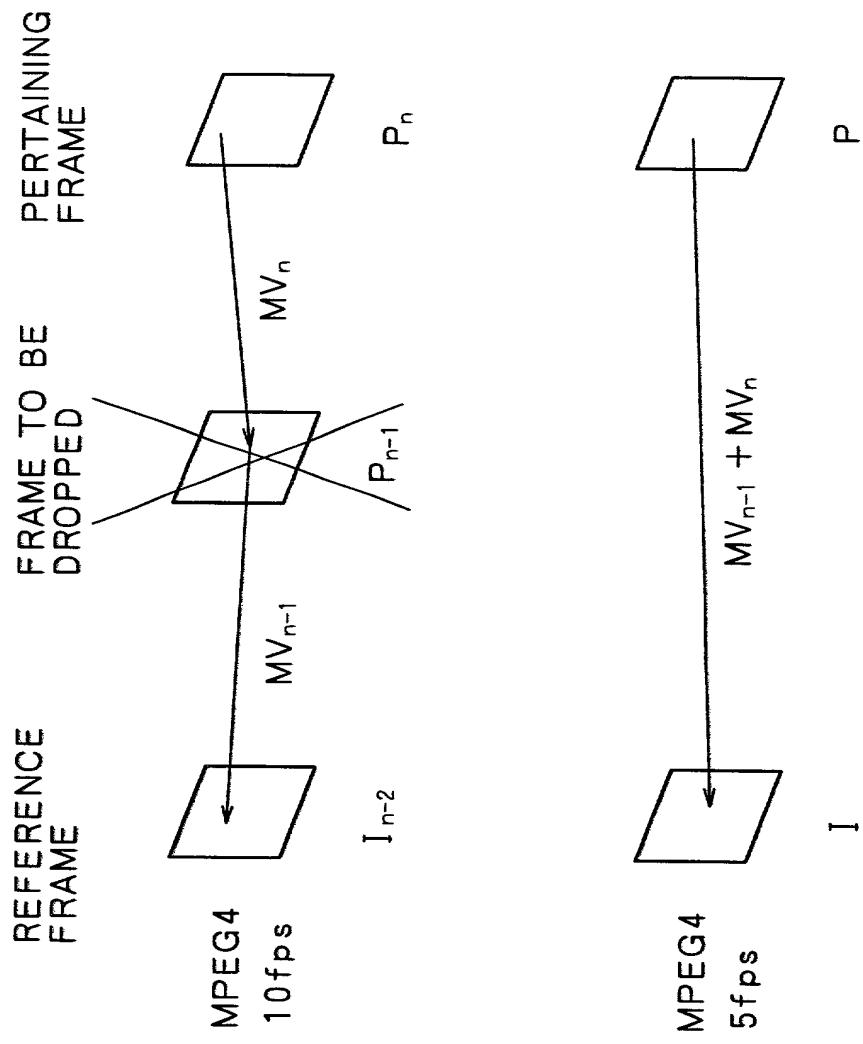


FIG. 28

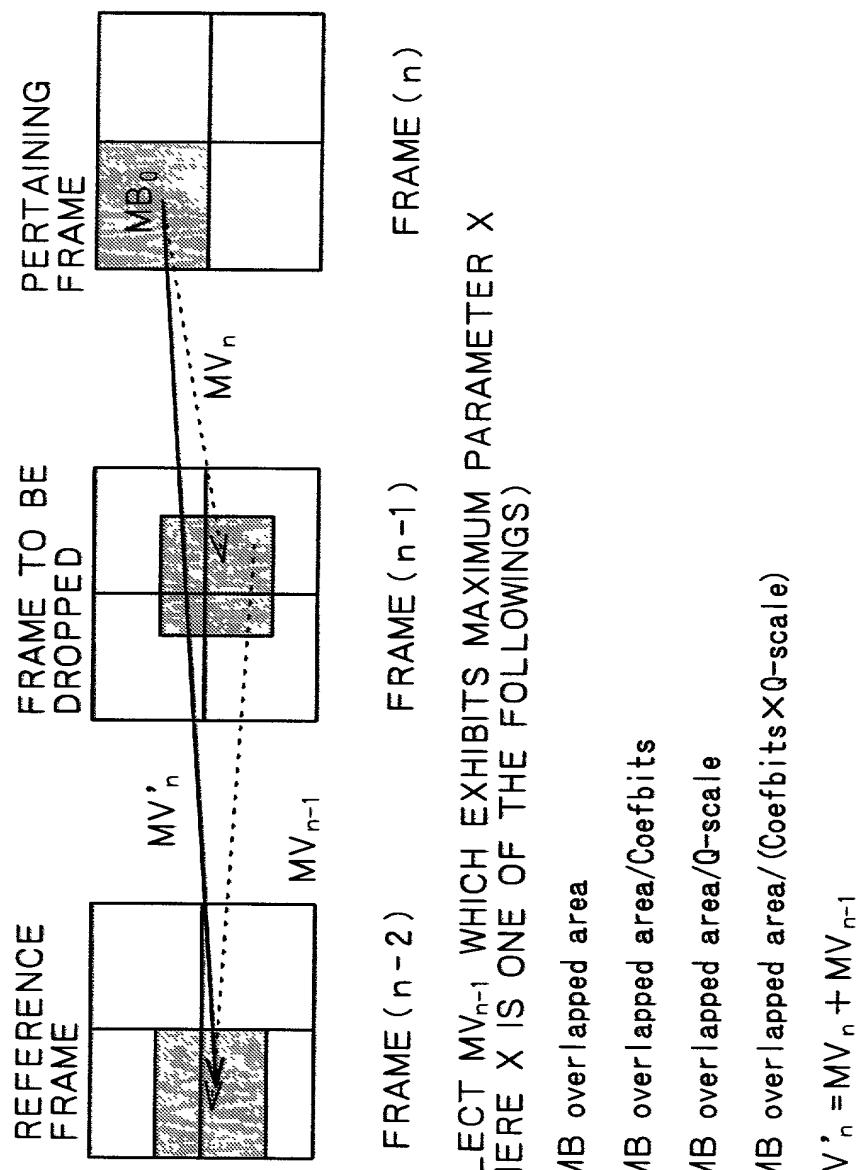
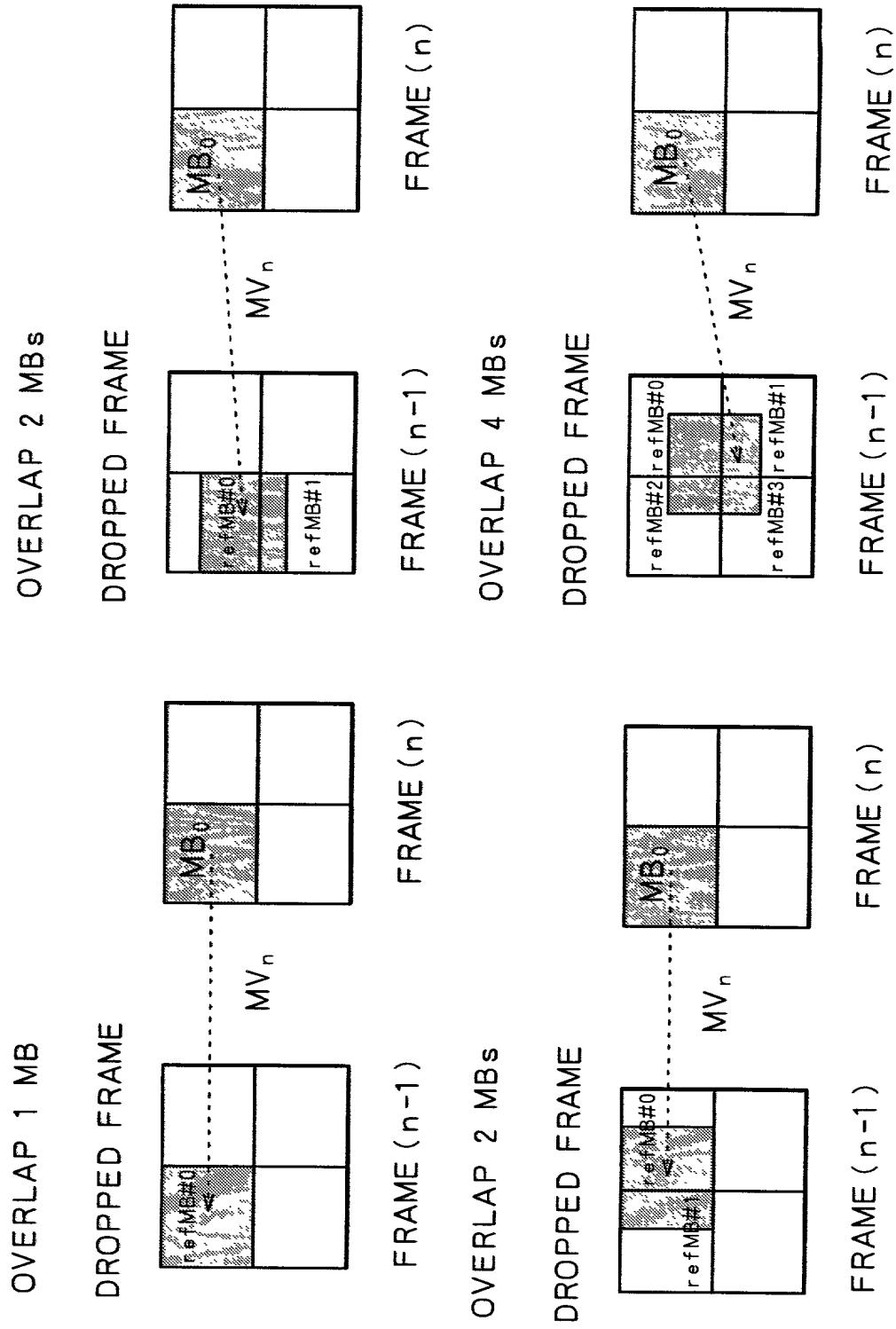


FIG. 29



OVERLAPPING MB (1, 2 OR 4MB)

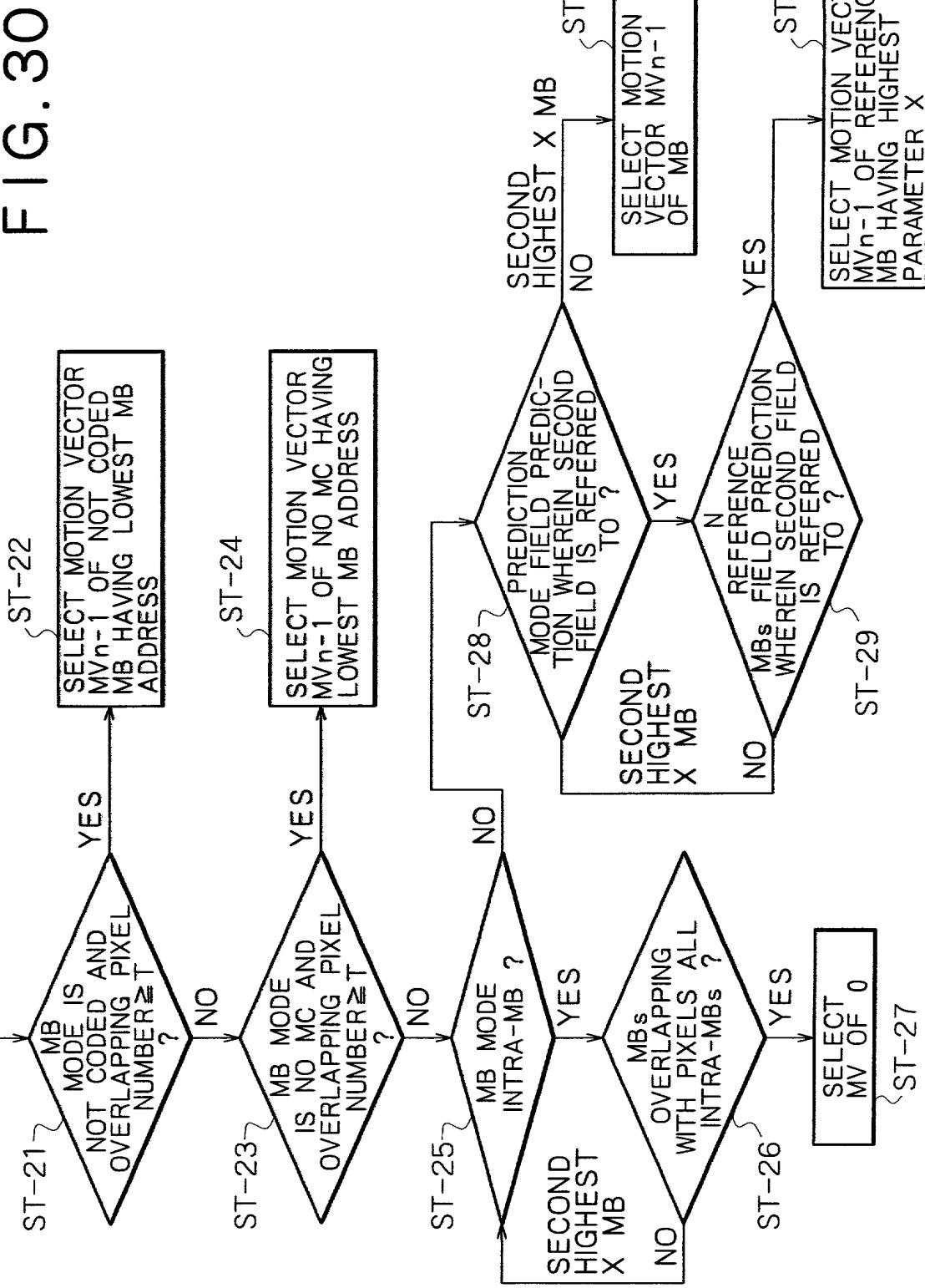


FIG. 31

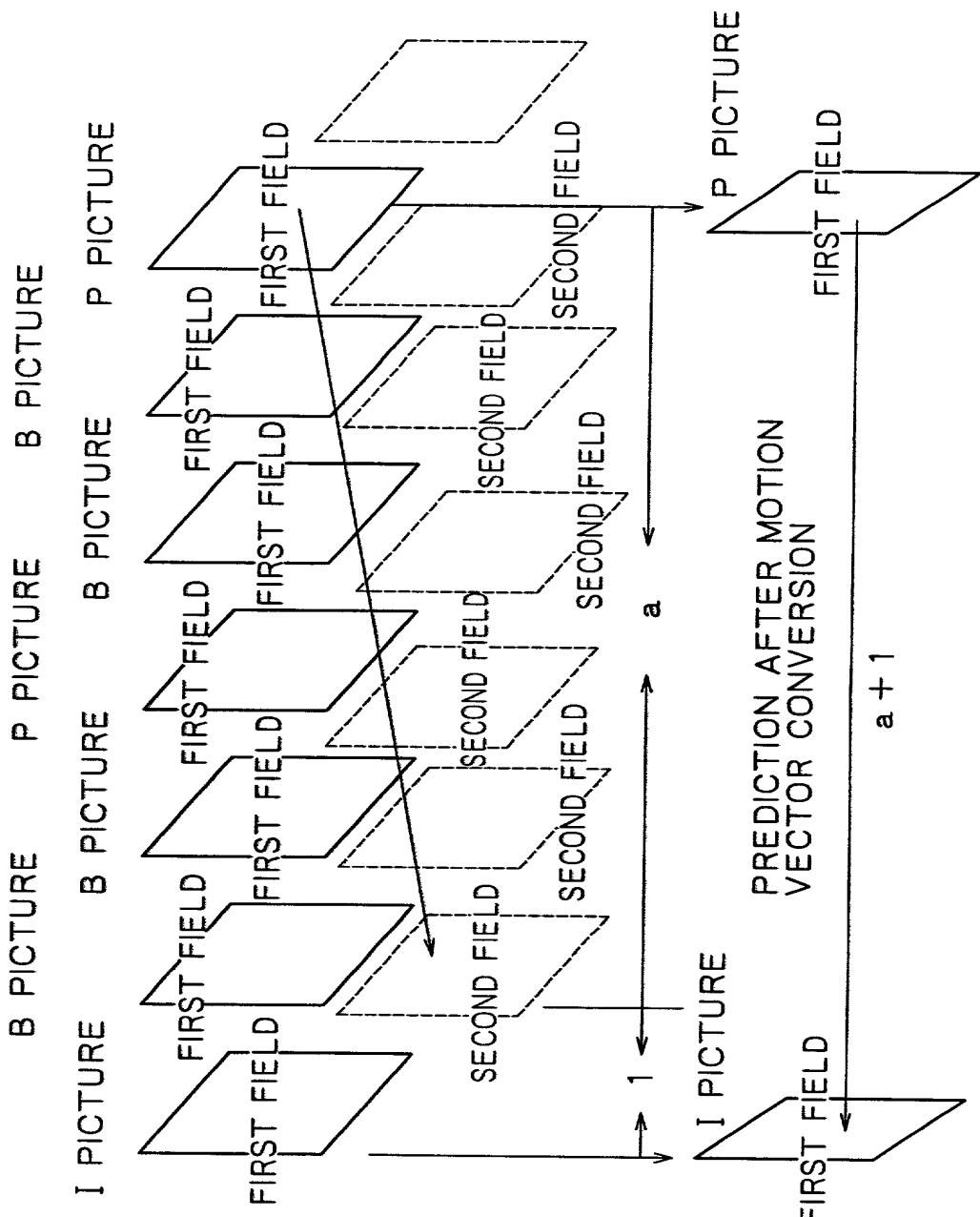


FIG. 32

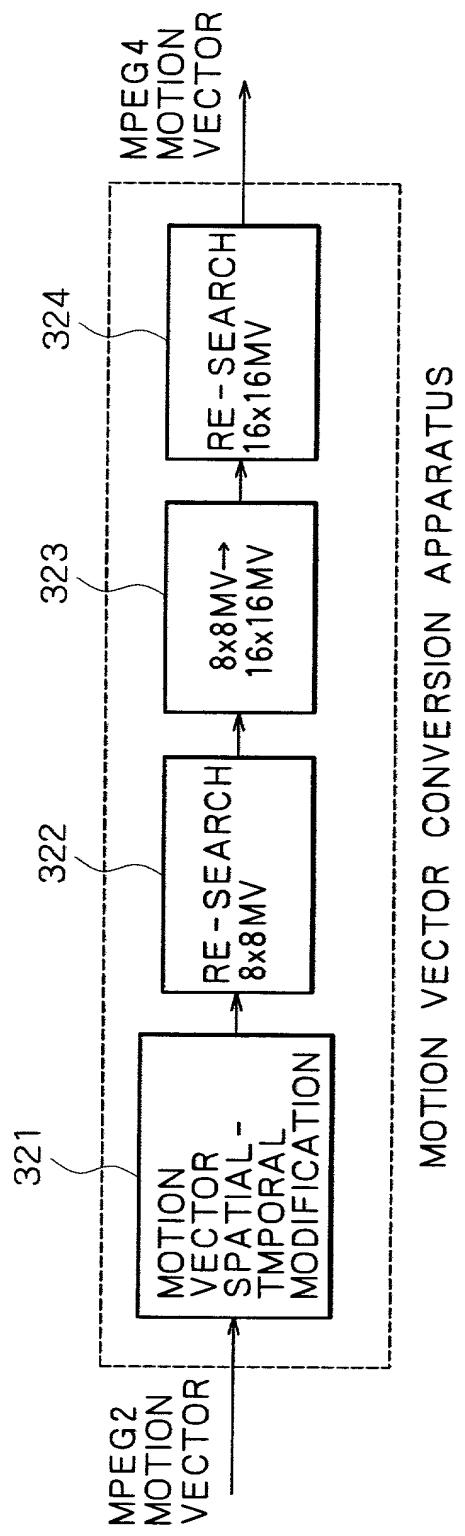
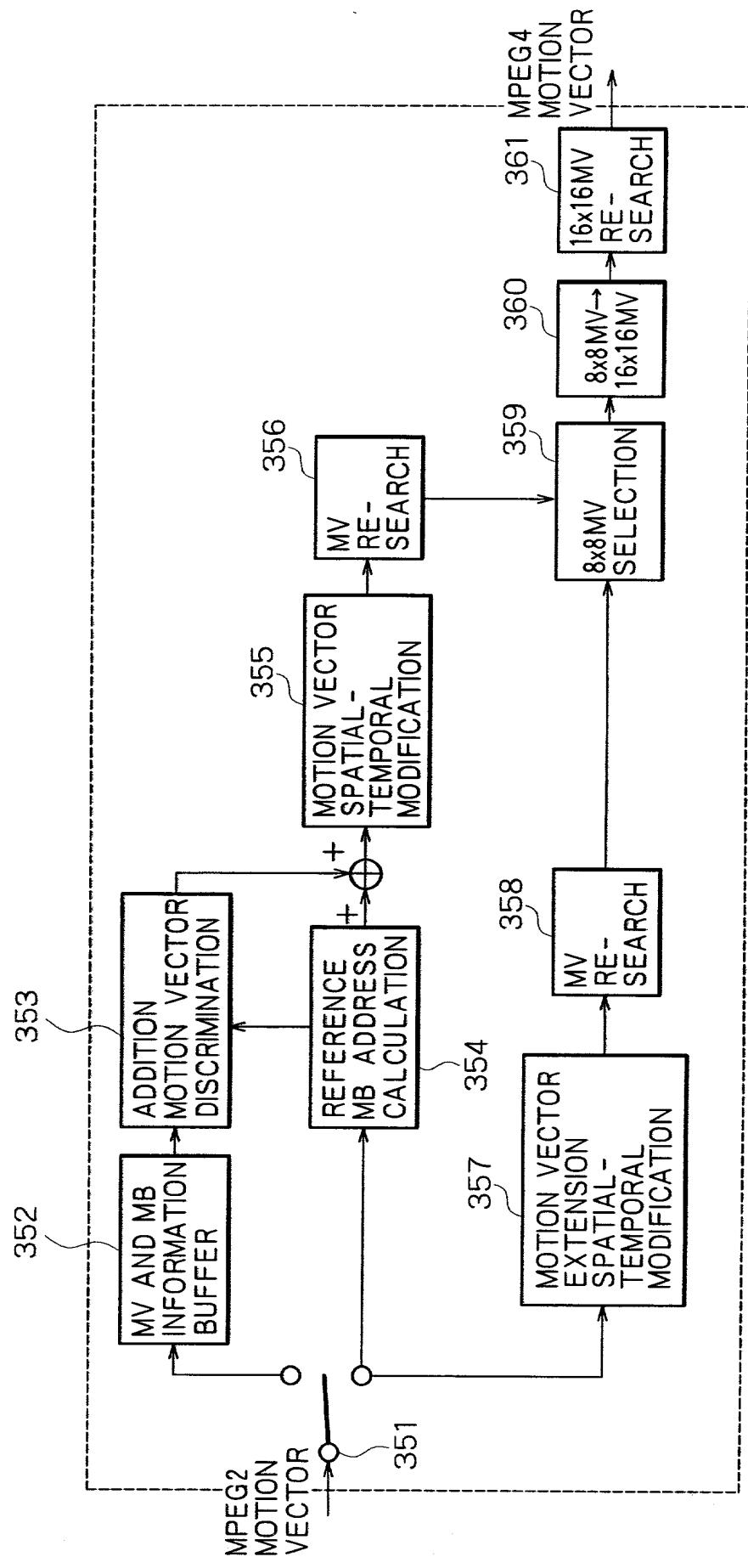
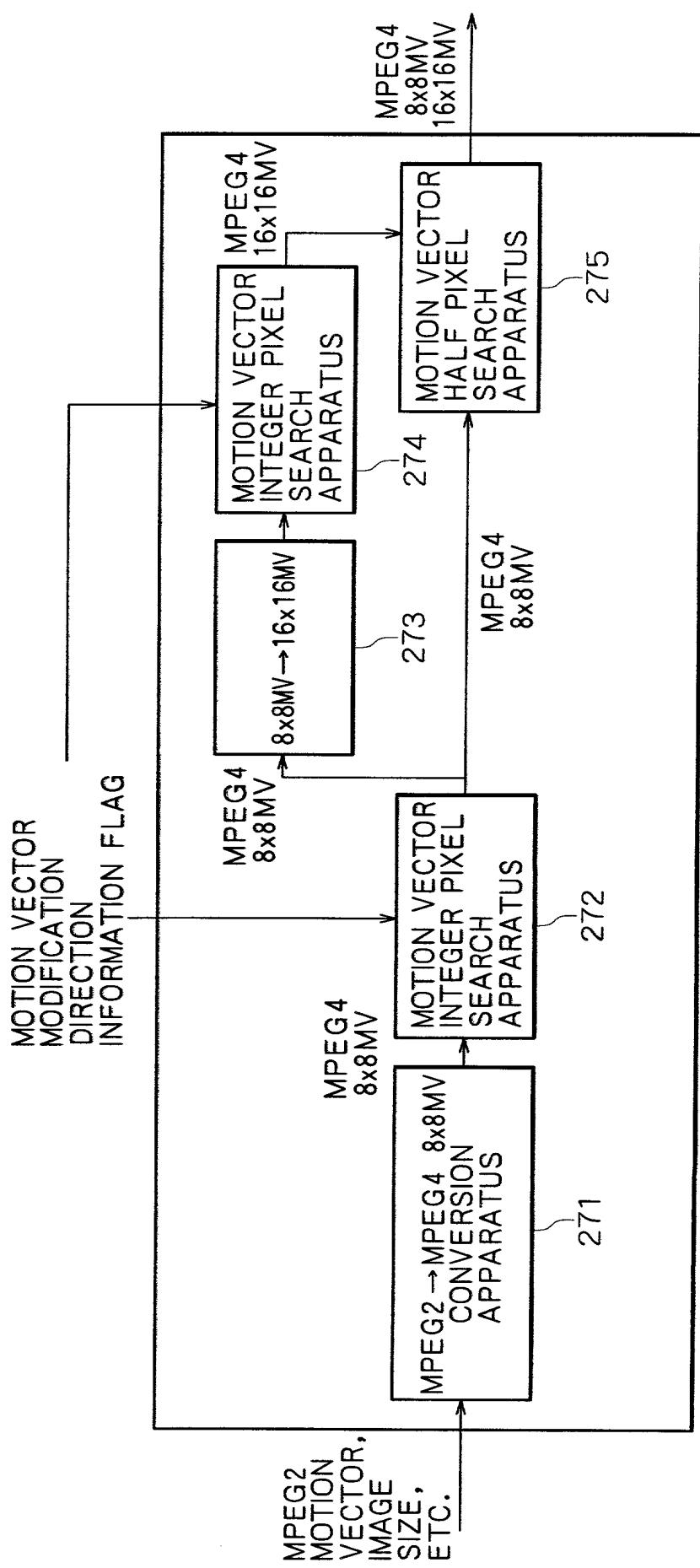


FIG. 33



MOTION VECTOR CONVERSION APPARATUS

FIG. 34



MOTION VECTOR CONVERSION APPARATUS

FIG. 35

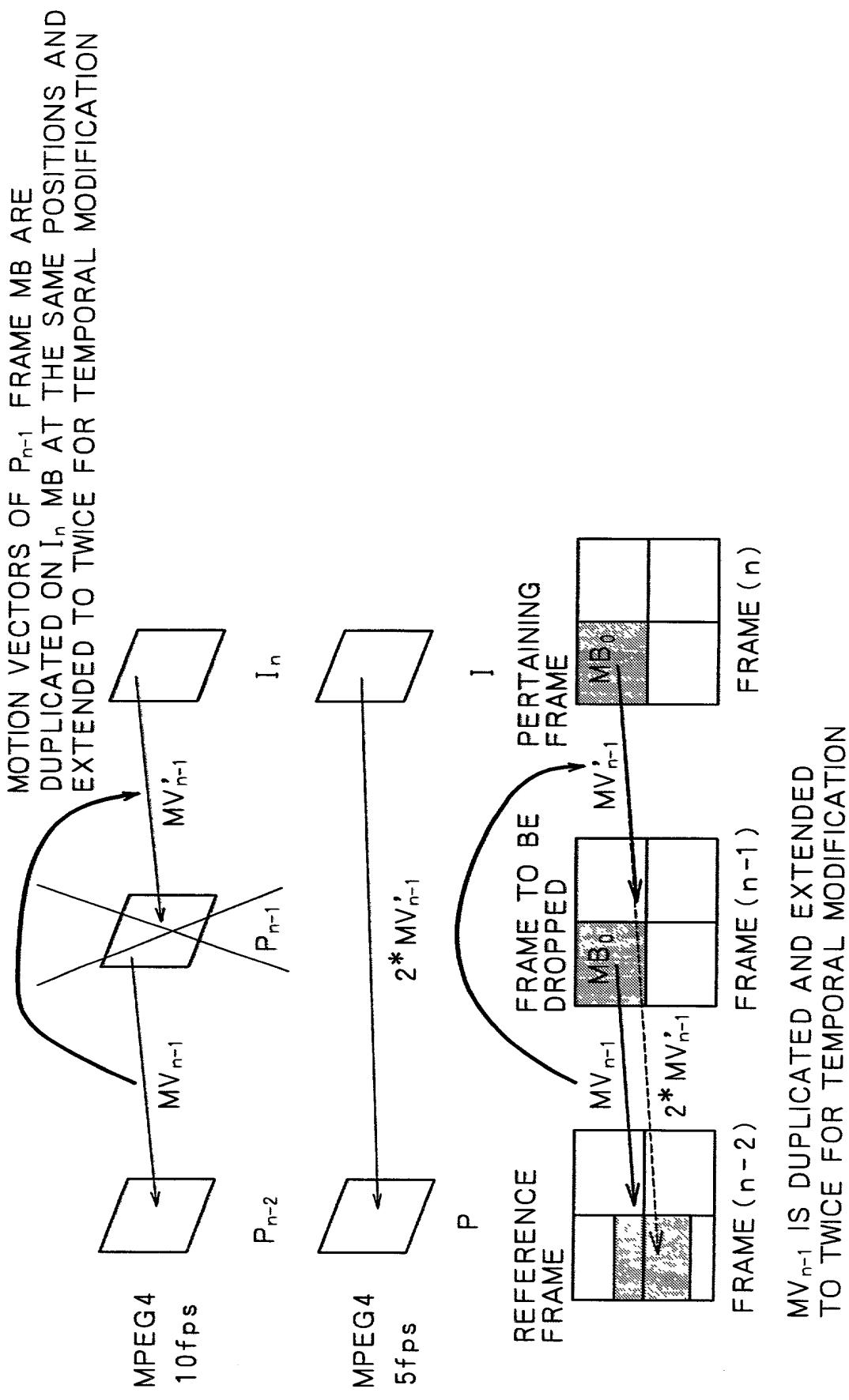


FIG. 36

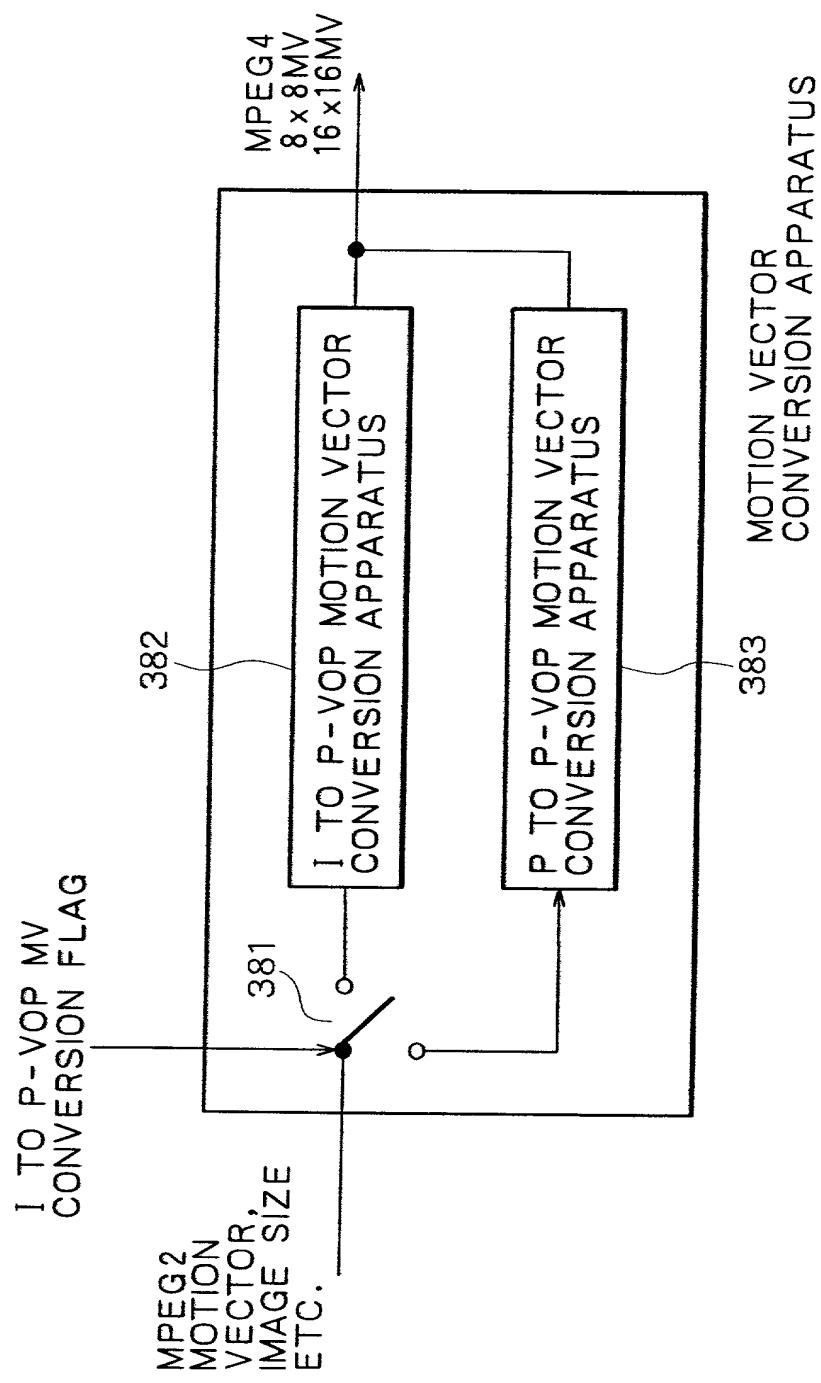
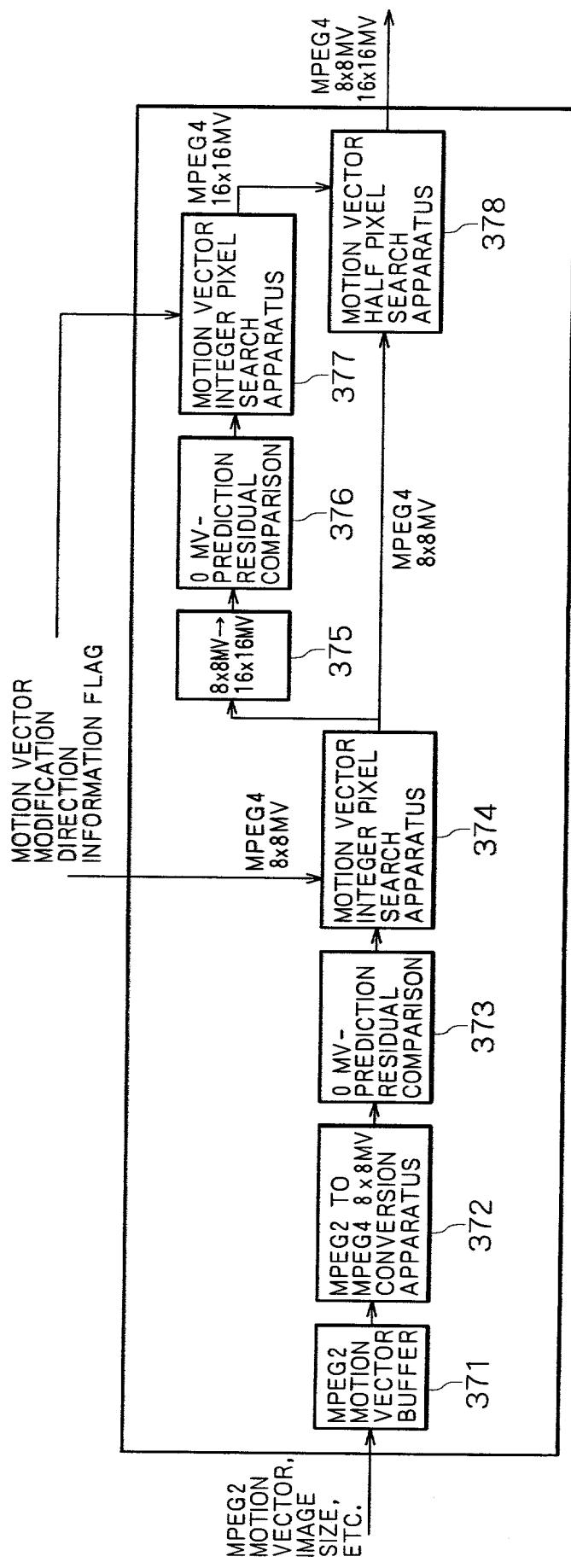


FIG. 37



1 TO P MOTION VECTOR CONVERSION APPARATUS